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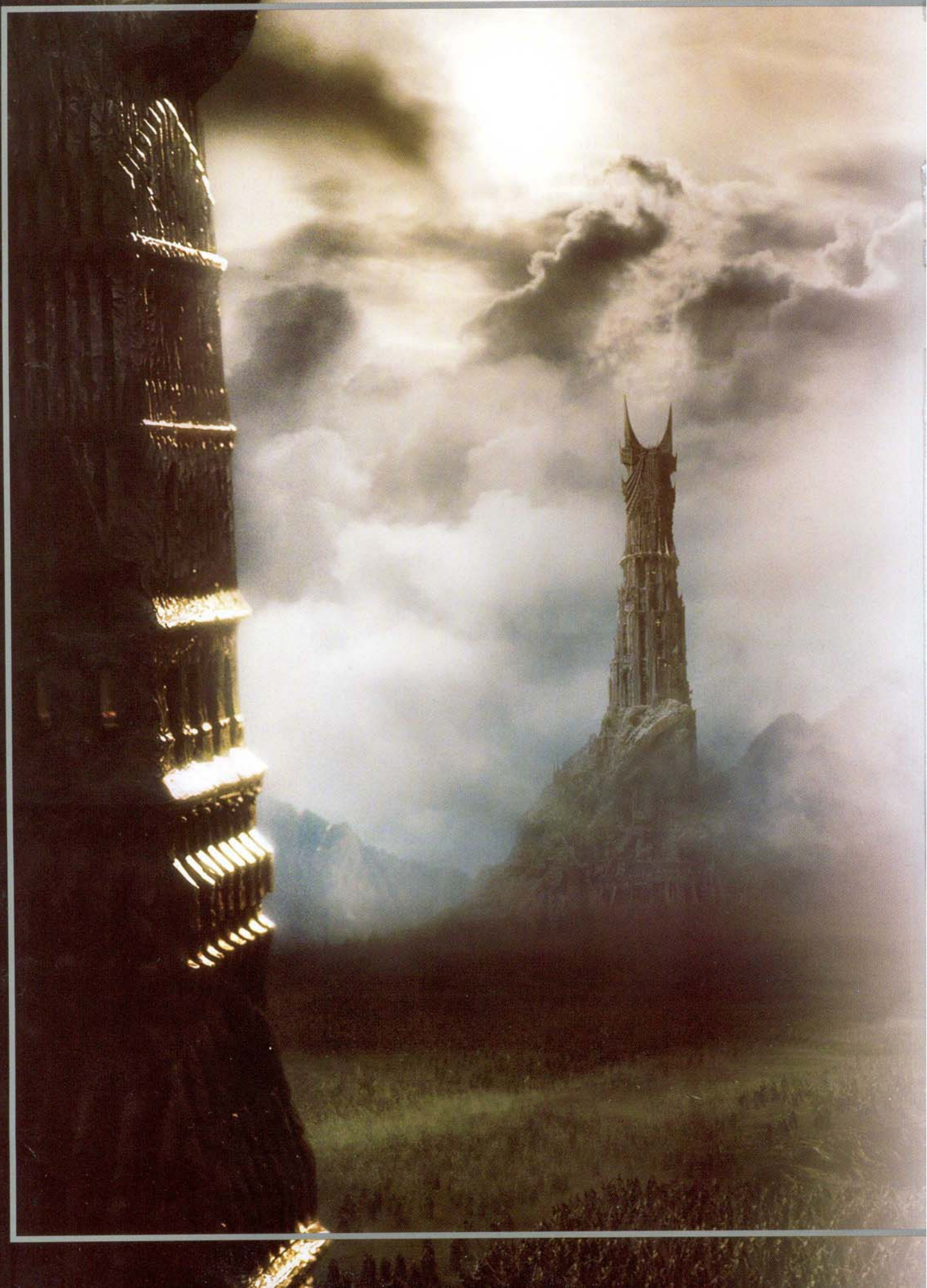
WHITE DWARF

Featuring
THE
LORD
OF THE
RINGS
THE TWO TOWERS

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WHITE DWARF

276 January 2003

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So you've been reading *White Dwarf* for a while (well, there's no reason to assume you haven't been), and you've seen these news pages each and every month. They've gone through some subtle changes in the 4 years that I've been putting them together but nothing really ground-shaking. Well, next month, we're planning some changes that should expand your idea of what you've come to expect from this small corner of the magazine.

Don't worry, we're not taking anything out. All of the new releases will still be laid out for your new-model-ogling pleasure with little nuggets of info in this box about the foolishness that goes on here at Games Workshop HQ. However, we're going to make the news pages THE place to check for the other information that sometimes gets a little overlooked. Grand Tournament scheduling updates and winners will no longer be shuffled to articles later in the magazine. They'll be presented and immortalized front and center right here. That's just one example of what we've got up our collective sleeves, and we're pretty sure you'll find the changes refreshing.

Okay, now that that's out of the way, let me tell you some stuff that I've heard around the campfire.

A week or so ago, everybody in the company was called in and

assembled in a darkened room. After quelling the rumors that began to spread about all of us being "taken care of," the guys in charge of making sure we know what's going on with all of our games made perfectly sure we knew what was going on with all of our games. First off, we saw some pics of all of the new Lizardmen models in the works (see some for yourself later this issue in *Warhammer Chronicles* on p. 10). Then we were treated to some glimpses of the new Baal Predator, the all-new Grey Knights, and even a super sneaky preview of the first of the *Liber Chaotica* books (which will delve extremely deeply into the secrets behind the powers of Chaos - perhaps deeper than some of you want to go). And the best part of it is that all of this stuff is a scant few months away. There was so much more that it's all becoming blurred together (and I think they zapped us all with those *Men in Black* memory thingies on the way out as well). Suffice to say that there's plenty of great stuff on the way really soon, as well as not so soon.

Well, I've done enough damage for 30 days, see you next month.

William "Goat-Boy" Stilwell

THINGS TO DO IN JANUARY

	Check Page #
☐ Take a picture or two for the "Stand and Shoot" Column in <i>White Dwarf</i>	3
☐ Sign up for the Vancouver Grand Tournament	3, 38
☐ Pick and choose from the other 2003 Grand Tournaments	3
☐ Check up on all the upcoming happenings for Warhammer	8
☐ Check out all of the great miniatures on The Lord of The Rings range poster	N/A

New Year, New GW Stuff. New Year, New GW Stuff.

Games Workshop products are available all over North America at **Games Workshop Hobby Centers** and **Rogue Trader Independent Retailers**. To find the store nearest you, take a peek at the Rogue Trader List, inserted into each issue of *White Dwarf*.

If there are no stores stocking Games Workshop products near you, then our speedy and efficient **Mail Order Service** will be more than happy to help you get what you need. Just call **1-800-394-GAME** in the United States or **1-888-GW-TROLL** in Canada for up-to-the-minute product information and current release dates.

Also, don't forget to check out the Games Workshop web site. Along with all the latest releases, news updates, and upcoming event information, you'll also find our **Mail Order Online Store** where you can browse; purchase games, miniatures, and individual bitz; and find a whole lot more!

If you find any problems with your products, please e-mail us at: custserv@games-workshop.com. Or, if you have a rules question, please e-mail us at: r00lboyz@games-workshop.com.

What's New on the Web?

<http://www.games-workshop.com/news/n>

THIS MONTH ON THE WEB...

If you're looking for the latest information from the Games Workshop World of Hobby Games, you simply can't go wrong by visiting the official Games Workshop Web Site. Each month, you'll get the latest scoop on the hottest new releases and updates on what's just over the horizon plus all sorts of information on all of the existing warriors in all of your favorite GW games. Surf on by today!

Internet zone

Rules Erratum

An error appeared in the Beasts of Chaos Preview Army List, which was featured in Warhammer Chronicles in *White Dwarf* 274. Therein, Dragon Ogres were incorrectly listed as *Large Targets*. Dragon Ogres are NOT *Large Targets*; however, Dragon Ogre Drakes are (and the list correctly reflects this fact). Please make a note. Sorry for the snafu!

Grand Tournament 2003 Schedule Updated (but Not Quite Finalized)

Here's the latest from the gang putting together the particulars for the 2003 season of Games Workshop Grand Tournaments. As you can see, there are still a couple of details that need to be hammered out, but we wanted to pass along the latest information to you.

Vancouver, BC - Jan. 25-26, 2003
 Minneapolis, MN - Feb. 7-9, 2003
 Baltimore, MD - Mar. 7-9, 2003
 Seattle, WA - April 4-6, 2003
 Chicago, IL - May 9-11, 2003
 Toronto, ON - May 17-18, 2003
 Philadelphia, PA - Jun. 13-15, 2003
 Baltimore Games Day GT - Jun. 20-21, 2003
 Chicago Games Day GT - Aug. 2, 2003
 Dallas, TX - Sept. 26-28, 2003
 Calgary, AB - Oct. 4-5, 2003
 Los Angeles, CA - Oct. 17-19, 2003
 Columbus, OH - Oct. 31-Nov. 2, 2003
 Atlanta, GA - Date TBD

As always, for updated details, visit our web site!

Vancouver Fast Approaching

No, the city isn't headed your way, but the Grand Tournament in Vancouver is JUST around the corner (as if you couldn't tell from the schedule above). If you want to get in on the action, make sure all your info is in order and give the guys a call to reserve your spot.

Grand Tournament - Vancouver, BC
 January 25 and 26, 2003
 Radisson President Hotel & Suites in Richmond, BC
 Call 1-888-GW-TROLL for more info or to register.

The Lord of The Posters

Included in every copy of this month's *White Dwarf* magazine is a special poster showcasing the entire available range for The Lord of The Rings Strategy Battle Games (both The Fellowship of The Ring and The Two Towers). Not only is it pretty to look at, but it's also a great way to get a gander at all of the spectacular miniatures that represent the various denizens of Middle-earth. If you didn't get one, call GW Mail Order and ask for one (their number's in the back of this magazine). Then take a gander and enjoy!



Catch up with the GAMES WORKSHOP BATTLE WAGON

Back for the new year, the Battle Wagon is back on the road and headed all over the northeast. The Battle Wagon carries its own special brand of mayhem (and metal blitz) with it. Catch it when it hits your town!

- | | |
|---|---|
| Jan 2....Games Workshop HQ - Glen Burnie, MD | Jan 18...Time Warp - Cedar Grove, NJ |
| Jan 3....Showcase Comics I - Bryn Mawr, PA | Jan 19...Days of Knights - Newark, DE |
| Jan 4....Jester's Playhouse - Northfield, NJ | Jan 22...Games Workshop HQ - Glen Burnie, MD |
| Jan 5....Dugout Zone - Eldersburg, MD | Jan 24...Tactics - East Providence, RI |
| Jan 8....Games Workshop HQ - Glen Burnie, MD | Jan 25...Grandmaster - North Dartmouth, MA |
| Jan 9....Bill & Walt's Hobby - Greensburg, PA | Jan 26...Sarge's Comics - New London, CT |
| Jan 10...Gatehouse Games - Duncansville, PA | Jan 29...Games Workshop HQ - Glen Burnie, MD |
| Jan 11...Adventurers' Guild - Harrisburg, PA | Jan 30...Showcase Comics II - Media, PA |
| Jan 12...Comic Store West - York, PA | Jan 31...Dragons, Inc. - Wilkes-Barre, PA |
| Jan 15...Games Workshop HQ - Glen Burnie, MD | Feb 1....The Encounter - Allentown, PA |
| Jan 16...Cap's Comics - Allentown, PA | Feb 2....Abington Game and Hobby - Roslyn, PA |
| Jan 17...Dark Tower - Denville, NJ | |

Suffering for Someone Else's Art

Every once in a while the guys on the Hobby Promotions team come up with some, shall we say, "off-the-wall" suggestions. This time, however, instead of scratching our heads, we wound up clutching our stomachs. It seems that resident scenery wizard Chad Mierzwa discovered that, once empty, those little, incredibly syrupy drinks that come in plastic barrels make the perfect foundation for a Warhammer 40,000 escape pod terrain piece. That in and of itself is actually a pretty cool discovery. But when the guys in Hobby Promo decided that they wanted to make over 40 of these pieces to use for terrain throughout the GT circuit in 2003, it turned somewhat stomach-churning.



Imagine our surprise when four cases of the beverage in question were hauled through the door followed by the challenge from Hobby Promo Honcho Jason Buyaki that everyone chug three of them as quickly as possible, with the fastest winning a "really cool prize." (Looking back, we're not sure why they didn't just dump them all in the sink or whether there ever was a really cool prize, but it's too late now.) Within an hour, most of us were doubled over in pain (or wisely giving up and drinking slowly). But at least when we got to see some of the finished pieces, we were filled with a sense of pride (or was it flashback indigestion?).

Golden Demon Update

We're sorry to say that we have just learned that one of the trophy winners from the Golden Demon Painting Competition did not, in fact, paint the entry that was judged to be outstanding. This action is a slap in the face to the spirit of fair competition as well as to the other participants, and we feel that it is unfortunate that someone would have to resort to doing something like this simply to win. While nothing can be done to "re-judge" this year's event, steps are being taken to ensure that this person is no longer allowed to compete in future Games Workshop painting competitions and to make sure others will not be able to take advantage of the system so easily.

STAND AND SHOOT



Warhammer 40,000 makes the news in *The Daily Mississippian*! (Good to see that all those tuition dollars are being put to good use at Ole Miss.)



The frightening fruits of our labor described on the left - an entire box of empty drink barrels. (Kinda hurts your stomach, don't it?)



Combine Jason Buyaki, a sheet of foamcore, an X-Acto knife, and a little bit of desert inspiration, and you've got the foundation for a new piece of Tomb Kings scenery.

TAKE YOUR BEST SHOT!

Think you have a picture that belongs here? Send it along!

If you've got a printed photograph, send it to:

Stand and Shoot
 c/o White Dwarf
 6721 Baymeadow Drive
 Glen Burnie, MD 21060 USA

If you prefer to go digital, e-mail your pic to: standandshoot@games-workshop.com
 Be sure to include your name, the names of everybody in the photo, and a description of just what's actually going on in your picture. If it strikes us just the right way, it could make it into print for everybody to see! C'mon, send it in!
 All pictures submitted become the property of Games Workshop North America. Sorry, but photos sent via physical mail cannot be returned. There are no prizes associated with this whatsoever. All entrants can possibly receive is merely the pride (or shame, depending on the photo) of having their picture in the pages of *White Dwarf*. All decisions are completely subjective and based solely on the opinions of White Dwarf US Staff.

Black Library

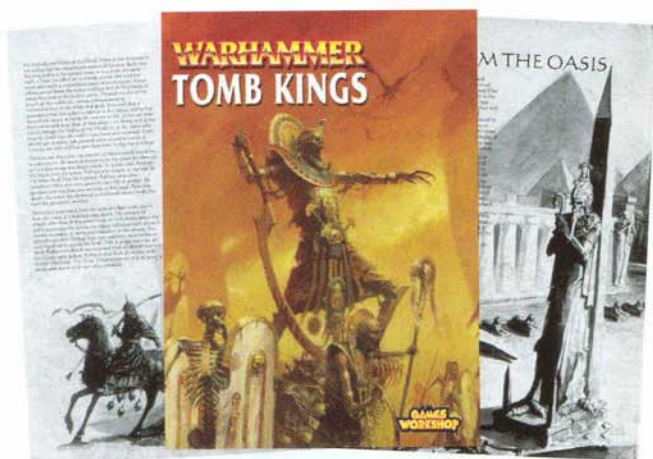
For more info on all of these and other Black Library publications, check out their advertisement later in this issue and be sure to visit www.blacklibrary.co.uk.

JANUARY RELEASES

	SCDN	US\$
Blood Money	\$10.00	\$6.95
In the Warhammer world, few are feared and hated as much as bounty hunters. Their world is one of deceit, treachery, and random violence, where words are cheap and life even more so. Survival depends on a unique blend of intelligence, animal cunning, and brute force, with pain or at least the promise of it maintaining the bounty hunters' aura of fear. Brunner is one such man who will stop at nothing to catch his prey and claim his reward.		
Inferno 34	\$10.00	\$6.95
In this issue: Leviathan, the prelude story to Graham McNeill's forthcoming novel <i>Warriors of Ultramar</i> ; Jonathan Green tells the story of Badenov and his mercenary band; plus Chaos, Beastmen, and more.		
Warhammer Monthly 63	\$8.50	\$5.95
Another issue of Games Workshop's action-packed comic book.		

WARHAMMER

The sands of Khemri blew in different directions last month, delaying the revelation of the Undead nobility and their minions. This month, the Tomb Kings burst forth from their decaying tombs to wreak unspeakable havoc on the mortals of the Warhammer world.

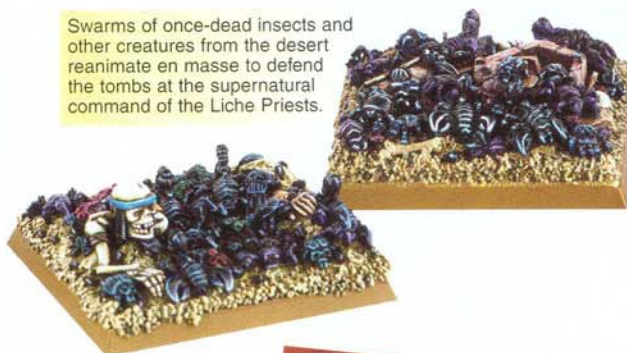


This month, you can delve deeply into the history of the mighty Tomb Kings and their armies with *Warhammer Armies: Tomb Kings*.

JANUARY RELEASES

	SCDN	US\$
0143 Warhammer Armies: Tomb Kings	\$28.00	\$20.00
80 pages of rules, tactics, and more for the Khemri army		
1642 Bone Giant	\$55.00	\$40.00
Boxed set containing one complete Warhammer monster		
1643 Lord Settra	\$50.00	\$35.00
Boxed set containing one Tomb Kings special character		
3066 Tomb Kings Skeleton Regiment	\$35.00	\$30.00
Boxed set containing enough to build 16 multi-part Skeletons		
3067 Tomb Kings Skeleton Horsemen Regiment	\$35.00	\$30.00
Boxed set containing enough to build 8 Skeletal Horsemen		
3068 Tomb Kings Battalion	\$130.00	\$90.00
Boxed starter set for building a Tomb Kings army		
8586A Liche Priests	\$18.00	\$13.00
Two Liche Priests - one on foot and one mounted per blister		
8586B Tomb Kings Army Standard	\$18.00	\$13.00
One standard bearer on foot and one mounted per blister		
8586D Tomb King	\$13.00	\$9.00
One army commander per blister		
8587A Tomb Swarm	\$14.00	\$10.00
One Swarm base per blister		

Swarms of once-dead insects and other creatures from the desert reanimate en masse to defend the tombs at the supernatural command of the Liche Priests.



The Tomb Kings Battalion boxed set contains the perfect foundation for building a complete Tomb Kings army. It contains 32 Skeleton Warriors, 3 Chariots, and a regiment of 8 Skeleton Horsemen.





The disciplined organization of the Skeleton Warriors of the Tomb Kings is coupled with the mobility of fast cavalry in the Tomb Kings Skeleton Horsemen Regiment boxed set.

Army Standard Bearers are as important to the armies of the Tomb Kings as they are to any other army, perhaps more so. Standards may be carried by foot soldiers or Skeletal Horsemen.



Lord Settra the Imperishable guided Khemri to a golden age of prosperity during his life. After a disastrous end to his reign through treachery and betrayal, he has risen from the dead, more powerful than in life and driven to reclaim the empire he once ruled.



WARHAMMER 40,000

Two new characters for the Space Marines and the new Chaos Space Marine Predator headline this month's Warhammer 40,000 releases.



Read all about the new Emperor's Champion and Captain Cortez of the Crimson Fists later in this issue (pp. 62-63).



JANUARY RELEASES

		SCDN	SUS
1548	Chaos Space Marine Predator Boxed set containing one Chaos Space Marine Tank	\$50.00	\$35.00
8008B	Black Templars Shoulder Pads 10 sculpted shoulder pads per blister	\$12.00	\$8.00
8008C	Crimson Fists Shoulder Pads 10 sculpted shoulder pads per blister	\$12.00	\$8.00
8039S	Black Templars Emperor's Champion One special character model per blister	\$14.00	\$10.00
8039T	Captain Cortez of the Crimson Fists One special character model per blister	\$14.00	\$10.00

Blister Packs full of shoulder pads for both the Crimson Fists and the Black Templars make it easy to mark your Space Marines with the proper Chapter markings.



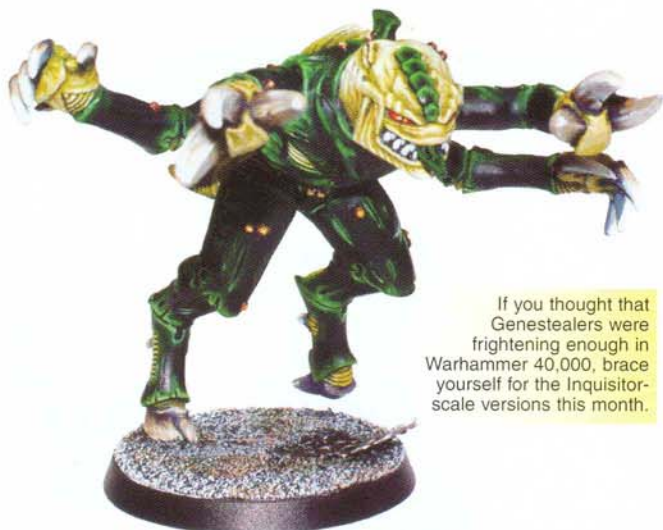
CHAOS PREDATOR

Nothing is safe from the foul touch of Chaos, especially when the firepower of the Predator tank is dealing out the punishment.



SPECIALIST GAMES RANGE

This month, two pieces of the Specialist Games Range get some very special treatment. The Inquisitor-scale Purestrain Genestealer stands ready to tear flesh, whereas the Nurgle's Rotters Blood Bowl Team simply decays it.



If you thought that Genestealers were frightening enough in Warhammer 40,000, brace yourself for the Inquisitor-scale versions this month.



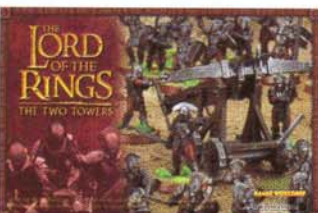
JANUARY RELEASES

		\$CDN	\$US
B022	Nurgle's Rotters Blood Bowl Team Boxed set containing a complete Nurgle Blood Bowl Team	\$50.00	\$40.00
B083	Nurgle's Rotters Players 2 Nurgle's Rotters "backups" per blister	\$14.00	\$10.00
IN27	Inquisitor Space Marine Helmets Available through GW Mail Order only - see the web for details	\$14.00	\$9.00
IN29	Purestrain Genestealer Boxed set containing one complete Inquisitor-scale Genestealer	\$28.00	\$20.00
IN30	Genestealer Magus Conversion Pack Available through GW Mail Order only - see the web for details	\$13.00	\$9.00
IN31	Genestealer Hybrid Conversion Pack Available through GW Mail Order only - see the web for details	\$13.00	\$9.00
	Exterminatus 5	\$10.00	\$6.95
	Blood Bowl Magazine 5	\$10.00	\$3.95



Nurgle's Rotters are ready to take the field, as long as all of their limbs stay on for the duration of the game! This new Blood Bowl team is available as an entire team or in blister packs.

THE LORD OF THE RINGS THE TWO TOWERS



The Uruk-Hai Siege Ballista jumps straight from the Attack on Helm's Deep in the film to your tabletop.



JANUARY RELEASES

MORE RELEASES FROM THE LORD OF THE RINGS: THE TWO TOWERS HIT STORE SHELVES THIS MONTH, INCLUDING THE NEW URUK-HAI SIEGE BALLISTA. FOR ALL OF THE DETAILS ON THESE NEW ARRIVALS, SEE THE LOTR RELEASE PAGES STARTING ON P. 90.



In this month's Warhammer Chronicles, Loremaster Gav Thorpe will be looking back at what happened in the Warhammer world over the past year and will be disclosing a couple of secrets about what's coming up for Warhammer this year.

Warhammer chronicles

Yearly Tidings from the Loremaster

The past 12 months have been very busy here in Games Development, and the rest of the Studio has been hard at work with Warhammer as well. The cause for all this activity is the monstrous (in every sense of the word) Chaos project and the follow up on other stories like the tale of Eltharion, but I'm getting ahead of myself!

THE WAR IN ULTHUAN

The beginning of last year saw the release of the long-awaited *Warhammer Armies: High Elves*, along with three splendid Regiment Sets. Jake Thornton brought the kin of Ulthuan kicking and screaming into Sixth Edition Warhammer and, after completing the project, has moved over to work on Warhammer Online. Space McQuirk continued the story of Eltharion, who was left tortured and blinded in

Warhammer Armies: Dark Elves. The fall of the Dragon Gate to a Dark Elven attack was also chronicled, along with Tyrion's great victory over the Druchii outside the Phoenix Gate. Then, in *White Dwarf* 271, Space explained the Witch King's attempted murder of the Everqueen, Tyrion's rescue of her, and Eltharion's minor victory over his former torturer. You can read more of this story in the "Malus Darkblade" comic strip that will be starting soon in *Warhammer Monthly*. This story will evolve over the following 12 months and focus on Eltharion and his continuing war against the Dark Elves, though he may well meet his match in the form of a certain infamous Dark Elf assassin! Gary Morley is currently sculpting these two deadly warriors as a mini-diorama, and the two of them really look like they're dueling to the death!



Led by Imrik, the High Elves charge their hated kindred, the Dark Elves.

THE EMERGENCE OF CLAN SKRYRE

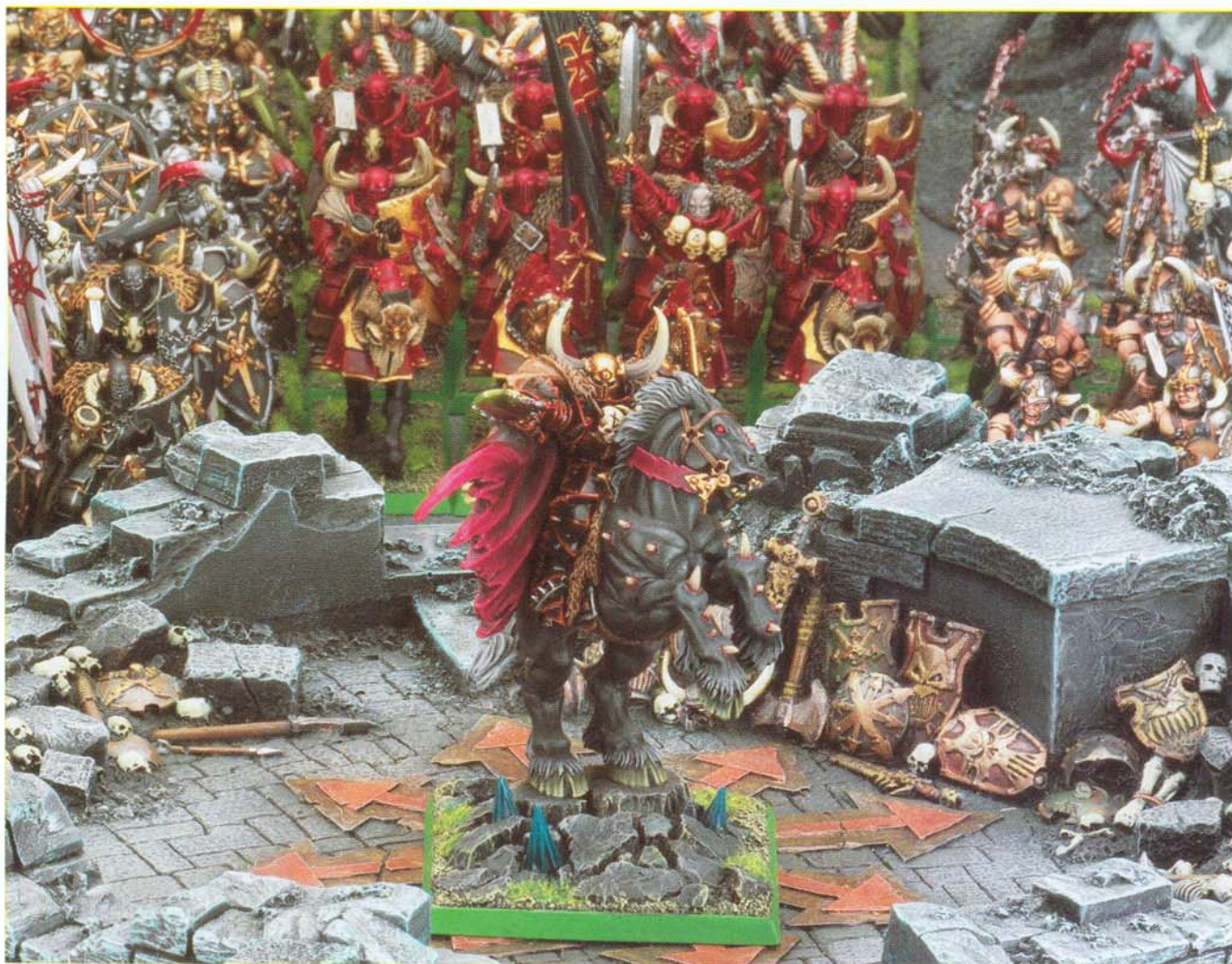
Warhammer Armies: Skaven followed the High Elves book, and the tunnels of the under-empire quailed at the new-found power of Clan Skryre. Alessio Cavatore had been keenly awaiting this project, and his efforts didn't disappoint. He produced an army book that wonderfully captures the feel of the Skaven. Some ratty generals have been swayed by the power of the Warp-Lightning Cannon and the magic of the Warlock Engineers and prefer the so-called "shooty" Skaven army, while many veteran Grey Seers and Warlords I have spoken to still firmly believe in the power of massed ratmen to destroy their foes. Only time will tell which of these will prove the best tactic. Will the mad Warlock Engineers and their horrendous weapons hold onto their position of dominance, the fall of Miragliano testifying to their strength, or will the other Greater Clans unite to keep Clan Skryre's rise in stature in check? Possible contenders include Clan Pestilens and the mutated rat-beasts of Throt the Unclean. In addition, we will be looking at the part the Skaven may play in the coming incursion of Chaos as well as hopefully squeezing in a new release or two!

THE COMING OF ARCHAON

Of course, the biggest event in the last year has to be the true coming of Chaos. *Warhammer Armies: Hordes of Chaos* and the massively reworked miniatures range was released last summer. I'm particularly pleased with the new range of Daemons. These models combine a varied, wild feel with just enough visual uniformity to make them look great when ranked up in units.

Special mention has to go to Brian Nelson, Gary Morley, Juan Diaz, Jes Goodwin, and Alex Hedström for their stunning new Champions of Chaos. I have heard many people say that they are considering collecting a Chaos army just on the strength of these character models.

With the new rules and models came the dread tales of Archaon. Now crowned as the Lord of the End Times,



"Fear me mortals, for I am the Anointed, the Favored Son of Chaos, the Scourge of the World."

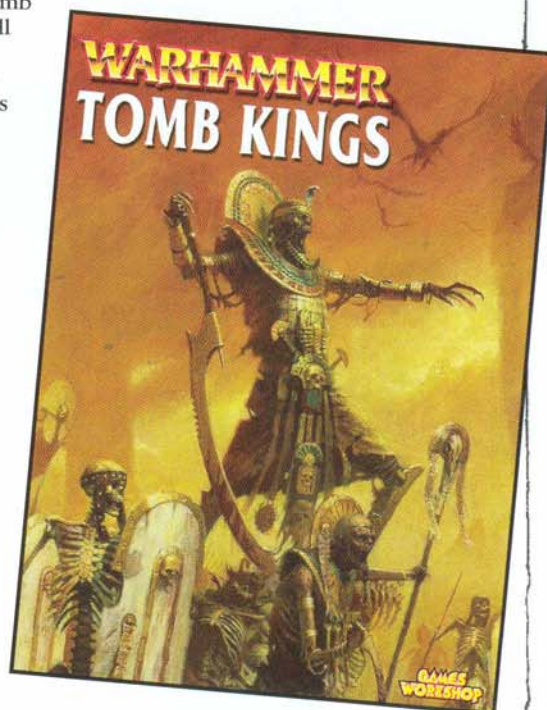
Archaon continues to increase the size of his horde. Over the next year, as Archaon's impending invasion force grows and his forces move southward, the forces of Kislev, the Empire, the High Elves, and the Dwarfs will muster to defend their lands. As these dire times beset the entire world, rumors abound of the legendary Champion of Light. Is there one among the enemies of Chaos who is powerful enough to challenge Archaon's army? Will the land be plunged into eternal chaos and darkness and become the playground of mad gods?

NEHEKHARA AWAKENS

Ever since the original Undead army was split between the Vampire Counts and Tomb Kings, players have been awaiting the arrival of the armies of Khemri. That wait is now over, with the recent release of *Warhammer Armies: Tomb Kings*. The Tomb Kings have turned out to be a wonderful project to work on. The Tomb Kings have a great set of new miniatures, and the Regiment Sets sculpted by Colin Grayson provide almost countless

modeling options. The army list poses a very different set of challenges for Tomb Kings Generals and for those who will face them. Now that the Tomb Kings have risen to power, they are sure to appear on more and more battlefields in both Khemri and the Old World.

We have tried to design each army very differently from the others. It is important for each army's appearance and tactics to be as distinctive as possible. Battlefield plans should influence decisions about which models and units to collect. After all, who really wants to play an army that fights like High Elves dressed up in different uniforms? With a combination of careful army design and some attentive development, the Tomb Kings rules embody this approach. It would have been easy (and therefore boring) to create an army of desert-dwelling Vampire Counts. Instead, I think we've ended up with something a lot stronger that will appeal to all of the planners and tacticians out there.





Work-in-progress shots of the new Saurus Warriors, sculpted by Colin Grayson.

MEANWHILE, IN LUSTRIA...

Work continues on *Warhammer Armies: Lizardmen*. Due for release this spring, the book will flesh out the list published in *White Dwarf* and the *Warhammer Annual 2002*. This book will not only chronicle the armies of Lustria and the Lizardmen's growing involvement with the rise of Chaos but will also contain a second army list detailing the armies of the Southlands (those of you who like Skinks, Sotek blesses you!). So, you get two army lists in one!

Alongside the release of the Army book is a range of new miniatures, starting

with two awesome regiment sets for Saurus Warriors and Skink Skirmishers. As always, we are striving to improve not only the look of Citadel Miniatures but also the practical aspects of collecting and putting together an army. The Saurus and Skinks are the first of a new approach to our Warhammer Regiment Sets, which will incorporate variation and multiple poses as before, but with an eye towards assembling units in the shortest space of time. After all, if you're putting 40 of them together, it's better to spend the time

painting rather than gluing! This project has been a challenge for sculptors Colin Grayson and Mark Harrison, but the results are possibly the most practical and appealing plastics yet created for Warhammer.

THE DARK WITHIN THE FORESTS

As last summer was dominated by the growing threat of Chaos, so too is this summer, with *Warhammer Armies: Beasts of Chaos* hitting the shelves in the middle of the year. This book is the second one to focus on Chaos and will detail Beastmen, Minotaurs, Dragon Ogres, Chaos Trolls, and all manner of other horrific creatures of Chaos. As mentioned in previous Designer's Notes, *Beasts of Chaos* will dovetail neatly with the *Hordes of Chaos* book. Thus, you can field a Beastmen-only army, or because all the troop types and creatures from both lists are (almost) freely interchangeable, you can really make use of the diverse and eclectic Chaos forces at your disposal.

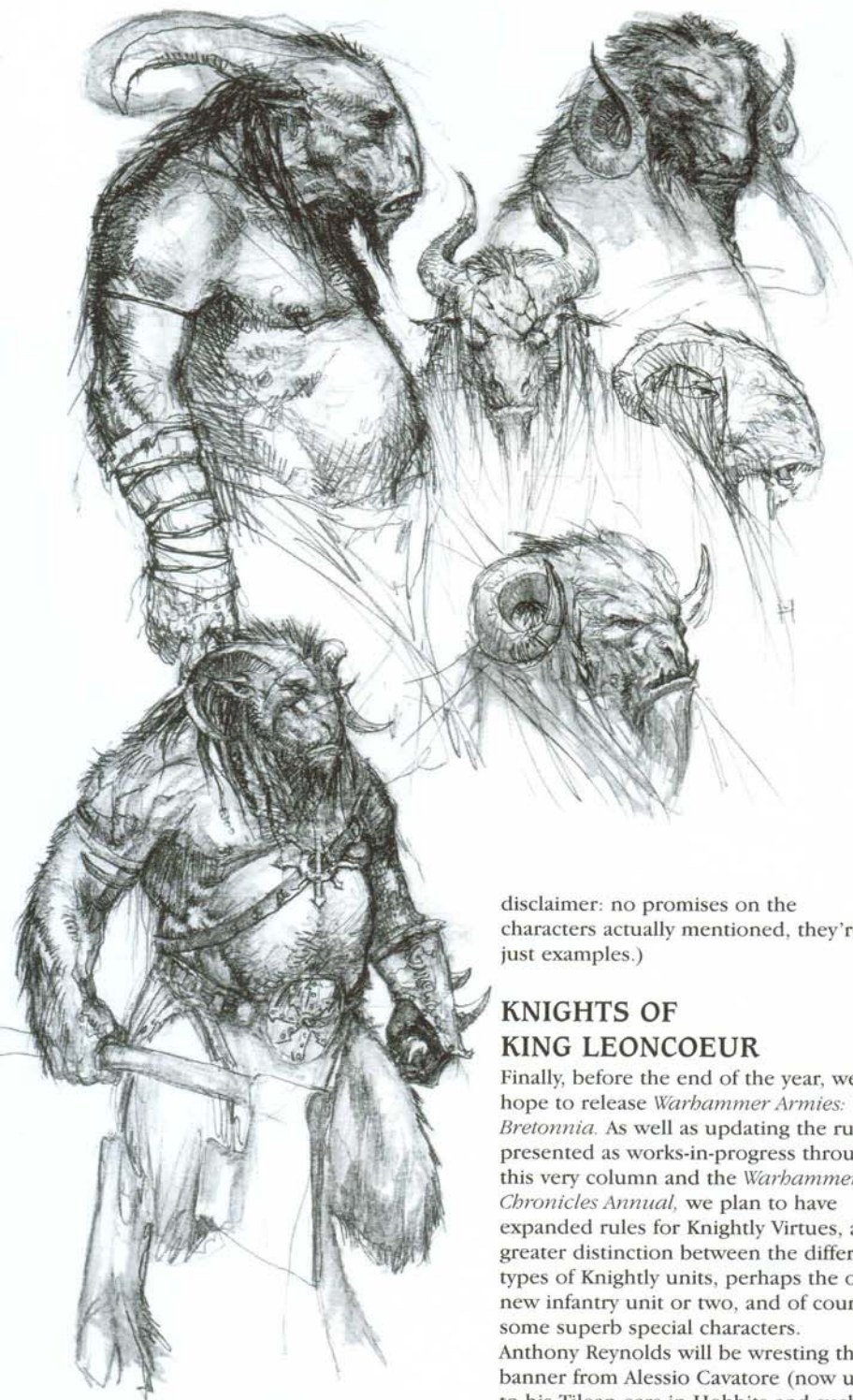
As previewed in *White Dwarf* just a couple of months ago, the *Beasts of Chaos* list puts a new spin on Beastmen, and the mixed units of Gors and Ungors will be available as a single Regiment Set. Alex Hedström is busily putting the final touches to these models as I type, and never has a more wild and brutal mob been seen! I'll be heading up this one myself (having enjoyed myself so much with *Hordes of Chaos*!), and there's still a few more surprises up my sleeve. Of course, please keep sending in your feedback on the work-in-progress list; we really do read it all.

For those of you enjoying the Warband rules for Chaos Champions, you will be pleased to know that we plan to introduce Champions from *Beasts of Chaos* as part of the project. Soon, your Banebeast and Doombulls can lead Warbands against the human followers of Chaos.

BLOOD IN THE SNOW

The culmination of all this Chaos activity is, of course, Archaon's invasion. Since it would be very difficult for the hordes of the Dark Gods to rampage south without going through the wind-and-snow-swept lands of Kislev, towards the end of the year, there will be a re-release of Kislevite units for the Empire (and possibly a full Kislevite army list). Rather than redesigning miniatures that are perfectly handsome, we will be introducing a new infantry troop type for the Kislevites. I'm not quite sure what they will be at the moment, but something with bows and big axes seems appropriate.

At this time, we'll also introduce a new



"historical" special character, Tzar Boris, riding his awesome War Bear! Of late, all of our special characters have been contemporary, that is, they are still alive in the "present" time of the Warhammer world. However, there are thousands of years of history filled with exotic heroes and villains for us to draw inspiration from, including the likes of Vorag the Ghoul King, Dorin Heldour, Manfred Skavenslayer, Caledor the First, and many others. So, in the future, we may well be releasing more of these important historical figures. (Gav's

disclaimer: no promises on the characters actually mentioned, they're just examples.)

KNIGHTS OF KING LEONCOEUR

Finally, before the end of the year, we hope to release *Warhammer Armies: Bretonnia*. As well as updating the rules presented as works-in-progress through this very column and the *Warhammer Chronicles Annual*, we plan to have expanded rules for Knightly Virtues, a greater distinction between the different types of Knightly units, perhaps the odd new infantry unit or two, and of course some superb special characters. Anthony Reynolds will be wresting the banner from Alessio Cavatore (now up to his Tilean ears in Hobbits and such) and has vowed to the Lady that the Army book will be worthy of her blessing.

Like any new army project, we now have the opportunity to design some more Regiment Sets of plastic miniatures, and Jes and I have set to the task of planning out what needs to be done. Although it's unconfirmed as I write, we hope that Gary Morley will be working on this project and sculpting some great new miniatures for the expansion of the Bretonnian range.



Work-in-progress shots of the new Beastmen Warriors, sculpted by Alex Hedström.

So, that was the year that was and the year that will be (fate permitting). Please feel free to bug us at conventions for more details, and watch out for previews and news pieces in future issues and on the web site.

Happy Gaming!

Warhammer Chronicles takes a look at the Warhammer game, its rules, background, and game mechanics, and frequently steals from work in-progress here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought-out, and exciting additions to the game.

If you have a good item for Warhammer Chronicles, then write to:

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Willow Road, Lenton
Nottingham, NG7 2WS
United Kingdom

Any rules queries, etc., sent to Warhammer Chronicles will be shredded for Skaven bedding. Please send them to the Roolzboyz at Games Workshop Mail Order and not to Warhammer Chronicles. You can also speak to the Roolzboyz directly by using the contacts listed below.

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E-mail: roolzboyz@games-workshop.com

We take a look at how we painted the most powerful and impressive model from the Tomb Kings army: Settra the Imperishable, the Ruler of Nehekhara who rides in his Chariot of the Gods drawn by four Skeletal Steeds.

'EAVY METAL MASTERCLASS

SETTRA THE IMPERISHABLE

Painted by Seb Pashoff



The wooden floor of the Chariot, the leather bindings, and Settra's robe were painted with a basecoat of Scorched Brown. An equal part of Bleached Bone was added to Scorched Brown for the first highlight stage, and more Bleached Bone was added for each successive highlight.



The axle, the staff of Settra's weapon, the standard pole, and the yoke were painted with a simple basecoat of Scab Red.

ASSEMBLING THE MODEL

The whole model was first assembled in a dry run to work out how the components fit together. The main chassis of the Chariot was then put together, but the wheels and haft section were left off to be painted separately. Settra and each of the horses were then assembled. Settra and the Chariot sections were given an undercoat with Chaos Black spray, and any sections of poor coverage were repainted with thinned Chaos Black paint. All the horses were sprayed with an undercoat of Skull White.



Settra's armor, the Chariot's wheels and frame, and the icons on the banner and weaponry were painted with Shining Gold. These areas were then painted with Flesh Wash that had been thinned three parts ink to one part water. The gold areas were highlighted with Shining Gold, followed by Burnished Gold. Mithril Silver was then added to Burnished Gold in equal parts for the penultimate highlight, and then a final highlight of Mithril Silver on its own was applied.

A wash of two parts Brown Ink to one part water was applied to the horses. They were then painted with Bleached Bone, leaving Brown Ink showing in the joint sections. Skull White was added to



Bleached Bone in equal quantities for a highlight, followed by Skull White on its own.

PAINTING THE MODEL

The main body of the Chariot was painted with a basecoat of two parts Chaos Black to one part Codex Grey.



More Codex Grey was then added to this mix for the first highlight. Codex Grey on its own was used for the next highlight stage, followed by a final highlight with Fortress Grey.



Hawk Turquoise was applied to the appropriate sections on the Chariot and Settra. Increasing amounts of Skull White were added to the Hawk Turquoise for each successive highlight.

FINE DETAIL

Settra's flesh was painted with a mix of equal parts Snakebite Leather and Chaos Black. An equal quantity of Bleached Bone was then added to this mix for the first highlight stage. Flesh Wash thinned with four parts water was applied to the flesh areas. An equal

quantity of Skull White was then added to the highlight mix for the final highlight.



A basecoat of Brazen Brass was used to paint the weapon blades and the Chariot's scythes.



Increasing amounts of Mithril Silver were added to the Brazen Brass for each successive highlight stage. A wash of Chestnut Ink thinned with three parts water was then applied to the bases of the blades and scythes.

A mix of five parts Snakebite Leather to one part Chaos Black was applied to Settra's

cloak, which was then highlighted with Bleached Bone. The whole cloak was given a wash with Brown Ink thinned with three parts water, and then a final highlight of Bleached Bone was applied.



The scarabs on the cloak and inside Settra's rib cage were painted with Chaos Black, which was then highlighted with Regal Blue. An

equal amount of Skull White was added to the Regal Blue, followed by a final highlight of Shadow Grey.



The skulls and bone sections on Settra and the Chariot were first painted with Snakebite



Leather. These areas were then washed with a mix of two parts Brown Ink to one part water. Bubonic Brown was then applied, followed by Bleached Bone. These sections were then given a wash with Flesh Wash that had been watered down with three parts water, before a final highlight of Skull White was applied.

FINISHING TOUCHES

Snakebite Leather was used to paint the scrolls, which were highlighted with Bubonic Brown followed by Bleached Bone. Small lines of writing were then painted onto the scrolls.



Settra's internal organs were painted with Scab Red. The organs were highlighted with an equal parts mix of Dwarf Flesh and Scab Red. Bleached Bone was then added to this mix for the final highlight stages.



The gemstones were painted with a basecoat of Red Gore, which was highlighted with

Blood Red. A small line of equal parts Fiery Orange and Blood Red was applied to the bottom of the gems. Fiery Orange on its own was then used for the final line of highlights, and finally a small dot of Skull White was applied.



The turquoise gemstones were painted in exactly the same manner as the other

turquoise sections of the model.



The Chariot base and the cavalry bases were glued onto a template of plasticard that had been cut to size. The bases were covered with white glue, and sand was sprinkled over the base. The sand was painted with a basecoat of Snakebite Leather and then drybrushed with Bubonic Brown followed by Bleached Bone.



Settra the Almighty, Lord of Nehekara, Ruler of the Sands, Holy Eagle of the Desert.

Warhammer veteran Pete Scholey can see dead people – and he's very happy about that. It's taken 4 years, but the wait is over. The Tomb Kings have finally arrived.



Pete Scholey will soon reach his first decade of gaming in the Warhammer world. In 1993, a friend's invitation for a game of Warhammer 40,000 had him hooked. But it was the imagery and mythology of

Warhammer that held the greatest fascination for him.

At the 1997 Games Workshop Grand Tournament, Pete finished a respectable 20th. A few short months later, his army of Lizardmen won the inaugural Warhammer Players' Society Grand Tournament, and he's never looked back since. As a member of the Mansfield Wargamers' Club and the infamous Dragon Slayers' Team, Pete now has a wealth of gaming experience.

Despite playing 40K, Epic, Necromunda, Mordheim, and

Warhammer Quest, Pete's first love remains Warhammer.

In 1999, when Alessio Cavatore finished work on the Warhammer Fifth Edition Vampire Counts Army book, Pete was saddened to see half of his Undead models become obsolete. Thus, when a Tomb Kings army list was published in *White Dwarf* 227, he was overjoyed. His delight was complete when WD 238 heralded the announcement of the scroll system for the Tomb Kings' Magic Phase. At this point, Pete began to realize just how effective an army the Tomb Kings could be.

By the time Sixth Edition Vampire Counts arrived, Pete was a member of the playtesting team for the new version of Warhammer. It was time for his favorite Undead army to take a back seat, as Pete helped out with the playtesting of Orcs, Elves, and Vampires.

By this point, he was itching for the

release of the army book for the legions of Khemri, knowing that his wait would soon be over – an obvious advantage of being on the playtesting team! His good fortune of seeing the Tomb Kings evolve in front of him was a fantastic opportunity for which Pete is very grateful.

His love affair with the Undead has continued ever since. Pete says that this interest stems from his fascination with the old Hammer horror films.

With the release of *Warhammer Armies: Tomb Kings*, Pete has finally been able to deploy his favorite Skeletons in all their glory. After playing the army for such a long time, he is as qualified as anyone to discuss not only the tactics for the legions of Nehekharu but also how to collect a viable force.

What follows are Pete's thoughts on the latest army for Warhammer...



But things have changed now, and with the arrival of the new Tomb Kings Army book, I have completed a journey that started with that sneak preview list back in *WD 227*.

My current 2,500-point Tomb Kings army has had considerable success in recent games, but that wasn't always the case. I hope to take you through my trials and tribulations of selecting a Tomb Kings army and explain how I arrived at my selections by looking as far back as *WD 227* to see where it all started.



BEGINNINGS

The original *White Dwarf* Tomb Kings list allowed players to use their old figures to represent armies from the land of Nehekhara. However, this list maintained the old Undead flavor. It wasn't until WD 238 when Nigel Stillman and Rick Priestley introduced the scrolls magic system that the Tomb Kings really took shape and became a unique and challenging army to play with. Apart from a few new troop types,



the current Army book emerged largely from this original army list.

It doesn't matter whether you are a veteran Tomb Kings player or a novice. Before you start collecting, you need a clear idea of how your army is going to look.

For me, Tomb Kings are all about Chariots, lots of them, rock hard Mummies, and nasty monsters from out of the desert. Of course, there will always be Skeletons, but it is the special troops that make this army unique and fun to play with.

I had an image in mind of how I wanted the army to look: striking but simple. I wanted to base my color scheme around the bone of skeletons with the blue and gold of ancient Egypt. So I dusted off those figures from the back of the garage and got them ready for a makeover...and it worked. It wasn't easy; figures had to be re-based and re-painted in my new color scheme. After a couple of months, I had formed a nice looking 2,500-point army. I just need to find a big satchel for all my Liche Priest's scrolls!

At that time, the Tomb Kings were a very tough army to defeat. The magic was unstoppable and destructive - too powerful, honestly. However, that changed a year later when Warhammer Sixth Edition arrived and *Ravener Hordes* was published. However, I didn't like that list. The death of the General rule made the Tomb Kings too fragile compared with all other Sixth Edition armies, especially Vampire Counts, and so back in the garage my Undead friends went. However, I was fortunate to be involved in playtesting the new list, and their exile was short lived...



Pete's unit of Skeleton Heavy Horsemen.

TO THE PRESENT DAY

The road toward the new Army book was a bumpy one. A lot of head scratching occurred, and a few stern words were passed between the group of playtesters. However, in the end, I believe we did a great job. That old *White Dwarf* list stood the test of time. The magic system was modified to become more balanced, and with the addition of those interesting new troops, I think you will enjoy playing with the new Tomb Kings.

I play Pitched Battle, tournament-style games most of the time. I use a generic army selection that can do well against any opponent. I think it is the only way to judge an army: two equally matched forces on opposite sides of the board.

Being involved in tournaments is great fun and is a good way to meet people from all over the world. Not only have I made a lot of friends by attending tournaments, but they these competitions give you wonderful insight into how others create and paint armies. When I see some of the fantastic looking armies that turn up at tournaments, it inspires me to get down to my local GW store to start something new.

But a word of warning to those Vampire Counts players out there who are thinking of starting a Tomb Kings army. Hide your Vampire Counts book and take a garlic clove with you to banish it from your sight. If you try to play Tomb Kings like Vampires, then you are going to lose. They might look alike and share similar troops, but they work completely differently. There is nothing in the army you can afford to lose - no cheap giveaways. You need a clear strategy before you begin, and most importantly, you have to decide whether you are a King or a Prince.

I AM MOST DEFINITELY A KING

The Tomb King epitomizes the army. He is the leader and Pharaoh and should always be mounted on a Chariot. Picking a Tomb King as your General not only gives you the best fighter and a reasonable magic user but allows you to take Chariots as Core choices, freeing up those Special slots for other interesting units (more about those later).

Unlike other armies, the Tomb Kings army list stipulates that you have to have at least two characters, a General and a Hierophant.



The fearsome Ushabti constructs.



The Tomb King – Pete Scholey's weapon of choice.

A what? Well, I did say this army worked differently from others, and the Hierophant is the reason.

The Hierophant is the army's senior Liche Priest and is responsible for awakening the Undead forces from their slumber. Protect him at all costs. The Tomb King might be the leader, but it is the death of the Hierophant that does to this army what the death of the Vampire Count does to his army - CRUMBLE! You've got to have a Hierophant, so get used to protecting him. I always take two Liche Priests in my army, but one has to be identified as the Hierophant.

After choosing a Tomb King and the Liche Priests, I took a Tomb Prince on a Chariot as my final character. During testing, I used an Icon Bearer to lead my cavalry, but the extra combat potential of the Prince and his ability to use magic to move his own unit made my decision for me.

MY WAY

One of the big advantages the Tomb Kings have over the Vampires is the flexibility of their list. You can play a magic-heavy shooty game, use rock-hard characters with heavy support and minimal magic, or (my fave) a mixture of the two. Plus, you'll have support from some of the most subtle magic items yet discovered. The choice is yours.

The trouble with the Undead is just that: they are dead. Traditionally, they don't move very fast and shamble across the board to get into combat. However, Tomb Kings, when used correctly, can move quicker than a rampaging Squig with an attitude. I built my army around this strange new attribute: Undead speed.

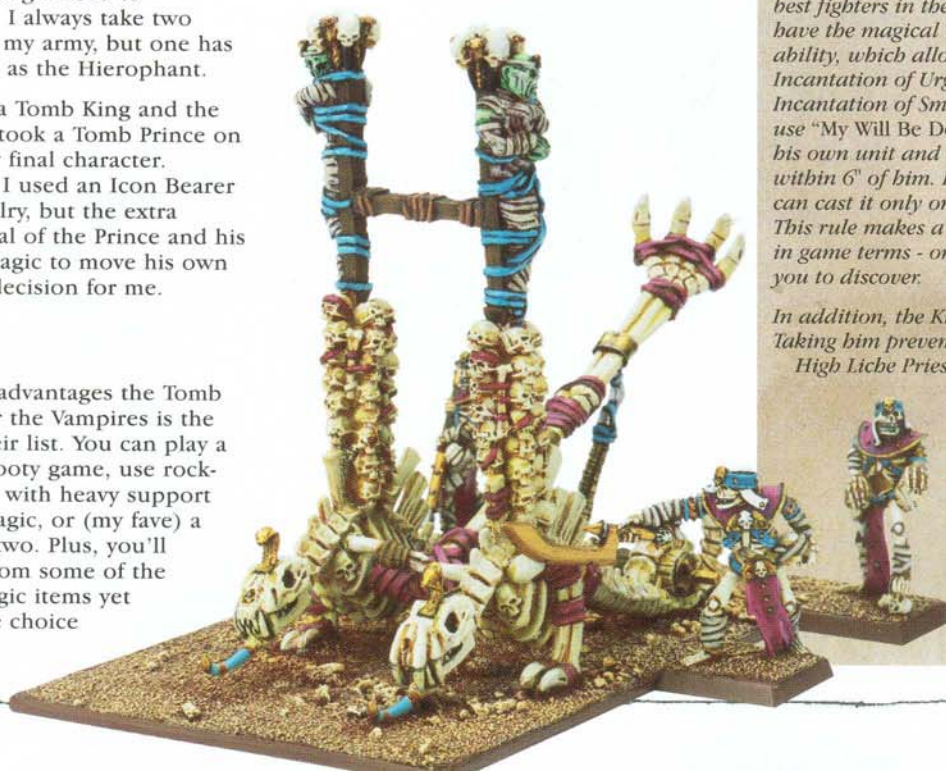
I wanted Chariots in the army, and they were my first choice. Ever since I read *River God* by Wilbur Smith, I had

TOMB KING OR NOT TOMB KING?

Whether or not to include a Tomb King in your army is a critical decision, and one you have to make before going any further. The Tomb Kings army has to be led by either a Tomb King or a Tomb Prince. Taking the King allows you to select Chariots as Core choices and also gives one unit of Skeleton Warriors access to a Magic Banner. Both characters are the best fighters in the army and both have the magical "My Will Be Done" ability, which allows them to cast the Incantation of Urgency or the Incantation of Smiting. A King can use "My Will Be Done" twice, once on his own unit and once on a unit within 6" of him. However, a Prince can cast it only once on his own unit. This rule makes a massive difference in game terms - one I will leave for you to discover.

In addition, the King is a Lord choice. Taking him prevents you from using a High Liche Priest as the Hierophant.

You need to think about your character choices carefully, because the army list gives you plenty of flexibility and can suit anyone's style of play.





The army of the Tomb Kings is a frightening prospect for any foe!

images of Chariots racing across the battlefield and sweeping away everything in their path. I couldn't quite manage hundreds of Chariots but settled on two units of three, each with a Standard and Champion. One unit, which contains the Tomb King, carries the Banner of the Undying Legion, a handy item that restores Wounds at the start of your Magic Phase and helps keep those Chariots on the table.

I settled for a Bone Giant and a unit of three Ushabti. These *Undead Constructs* look great, and are potentially the best fighting units in the army. They also act as pincushions and attract missile fire more readily than honey draws bees. While the Ushabti are taking the hits, your Chariots can move into position. And don't forget that you can always restore your Ushabti's Wounds in the Magic Phase.

And while on the subject of restoring Wounds, I will remind you of something I mentioned earlier. There are no cheap giveaway troops in this army. You can't raise new units, nor can you add new models to existing units as can the Vampire Counts.

However, ANYTHING in the Tomb Kings' army can be restored through magic. Monsters, troops, and characters can go on forever. Even

GIVEAWAY TROOPS?

"Giveaway troops" is a term I use to refer to units that are just that: troops that I can afford to lose as part of a tactical plan.

Imagine that your Orc army is facing off against a *Frenzied Khornate* warrior army, and there are 800 points of Knights with a couple of heroes waiting to smash into your battle line. A unit of 20 Goblins turns to look at their General. It's sacrifice time. You march the Gobbos right under the nose of the Knights and angle your Goblins ever so slightly. In your opponent's turn, the *Frenzied* Knights must charge the Goblins, will kill them, and will overrun right in front of your best troops. You now have the Knights' flank exposed and may charge in. The giveaway troops did not die in vain.

Unfortunately, Tomb Kings have no Giveaway troops; thus, such strategies are usually futile.

when the Bone Giant is teetering on 1 Wound, you still can restore him to full health.

I continued the "fast-attack" approach with a unit of 12 heavy cavalry and three Carrion. These units are supported by the backbone of my army: Tomb Guard, Skeleton Archers, and a deadly Screaming Skull Catapult.

The Archers and the Catapult have proven themselves invaluable. Upgrading the Screaming Skull Catapult with *Skulls of the Foe* means that any unit that must make a *Panic* test from Wounds caused by the Catapult suffers a -1 to its Leadership. Doesn't sound like much, but many a unit will flee the table after a single hit from one of these Catapults - just you wait and see.

SURPRISE PACKAGE

The Skeleton Archers will really surprise you. I always wanted them in the army, but with BS2, they couldn't hit a barn door from 10' away. However, during playtesting, Skeleton Archers were blessed by the Asp Goddess and were given the ability to



Pete fights out the inaugural Tomb Kings battle report - look for it next issue.

hit anything on a 5+. This magical ability allows the arrows of the Tomb Kings to seek out their enemies unerringly. Skeleton Archers do not suffer any penalties or bonuses to hit when shooting. Move and fire, skirmishers, large target, or in a wood, it doesn't matter. Skeletons Archers always hit on a 5. They are

worth their weight in gold. You don't need many. Missile fire alone rarely wins games. However, in a balanced army, Archers have their place.

And so on to my final unit, the Tomb Guard. It was a toss up between a unit of these Special troops or a bigger unit of Skeleton Warriors. My decision was made easy when Chariots became Core choices when a Tomb King is the General. The extra Strength, Toughness, and Weapon Skill plus the *Killing Blow* special ability make these troops must-haves. Because they are a mere 3 points more per model than their Skeleton counterparts, the Tomb Guard is just too good to leave out. When you see the Icon of Rakaph in action, I am sure you will give these boys the consideration they are due.

IN SUMMARY

I believe that I have built a balanced army that can deal with almost anything. It is fun to play with but challenging, and I look forward to many games with them in the future.

In sum, armies of the Tomb Kings offer:

- Maneuverability
- Relentless Incantations
- Flexible troop types
- Great war machines
- Solid, hard-hitting units
- Superb magic items

Most important of all is your ability to combine all of these elements and master how they interact - no easy feat.

A final piece of advice to anyone thinking about starting a Tomb Kings army: sit down and read the rules a few times. Think of the type of player that you are: magic and shooty, combat-based, or a combination of the two. Contained in the list is an army to suit everyone. Enjoy!



KHEMRI CHARIOTS

Unlike the Chariots of other armies, Khemri Chariots may form up in units. They gain the +1 combat resolution for having a standard but, because they are fast cavalry, do not gain rank bonuses. The real beauty of these Chariots is the way they can be restored. If you start with a unit of three Chariots, lose one, and take 2 Wounds on a second, well never fear. The Icon of Restoration and/or the Incantation of Summoning can restore up to 3 Wounds in the Magic Phase. In this example, if you restore 3 Wounds, one Chariot recovers 2 Wounds, and the destroyed Chariot is brought back to life with 1 Wound.

Used correctly, Chariots can win the game. They aren't the hardest things in the Warhammer world, but their ability to move as fast cavalry and charge 16" makes them priceless. You can also move them with an Incantation to take even greater advantage of their speed. Your opponents will realize the power of your Chariots and will do everything possible to get rid of them. Thus, you need distractions...

UNDER THE

The lure of riches and mystical artifacts has drawn many an Old Worlder to the land of Khemri and the Tomb Kings. There, ancient pyramids and tombs of the once-majestic kings of ancient Nehekhara punctuate the sun-baked landscape, and the bodies of the dead are rumored to stir in the great Necropolises. Legend has it that untold treasures and magics of terrible power can be recovered from the tombs of the ancient kings, but an almost certain death awaits all who attempt to claim this wealth. Nonetheless, fool and hero alike risk their lives to make the long journey to Khemri in hopes of winning a life of power and prosperity.

The path south to Khemri is fraught with peril. An army traveling from the Old World must first cross the dangerous slopes of the Black Mountains to reach the lands of the Border

Princes. Further south, the marching army will enter the Badlands, a rugged, inhospitable wilderness controlled by the greenskins of Iron Claw Orcs and the Crooked Moon Goblins. Beyond the Badlands lie the desert of Marg beh-Mard and the Marshes of Madness, a shunned swampland of sulfurous fumes and dangerous sink holes. Only after all of these dangerous territories are traversed does the weary army enter Khemri proper, the Land of the Dead.

There, travelers face the scorching heat of the desert, stinging sandstorms, and the constant risk of dehydration. What little water can be found is often unpalatable, as the River Mortis was tainted long ago by the

dreaded Necromancer Nagash, and its waters run foul to this day. The few Old Worlders who manage to survive in this harsh

climate can be duped by opportunistic guides who promise to lead an army's officers to the richest tombs and pyramids only to slit their clients' throats in their sleep and rob them.

Those few adventurers who survive all of these dangers must still be very lucky to find a tomb that has not been plundered. The greedy have taken much of Nehekhara's ancient wealth, but a few tombs have remained untouched these many centuries. Throughout these ancient crypts, ingenious traps and ever watchful Undead guardians dispatch most would be tomb robbers. Ushabti warriors stand as statues for centuries on end, only to come to life and strike down any invaders with horrible quickness and savagery. Only the very cunning survive the trials of the tombs to escape with the priceless artifacts of Nehekhara.

Still, there are those who make the long journey to Khemri, for the lure of gold and magic is powerful indeed, and many are those willing to risk life and limb to attain them...

BAKING SUN

or "ADVENTURES IN KHEMRI,
THE LAND OF THE TOMB KINGS"



NEW ADVENTURES

One of the most interesting things about the Warhammer hobby is linking your army of choice to your friends' armies.

Some groupings are obvious:

- Dwarfs, Skaven, and Goblins
- Empire, Chaos, and Kislev
- Lizardmen, Skaven, and Vampire Counts
- Bretonnians and Wood Elves

Occasionally, a new force will erupt from the fringes of the Old World and attempt to disrupt the lives of those around them.

Rarely, however, do the more established armies venture forth, unless it is to seek fame, fortune, and power. Lustria, Albion, and now the sun-baked lands of Khemri are all targets for would-be treasure hunters.

Joe Sleboda (Tomb Kings), Mark Renye (Orcs & Goblins), and Dave Taylor (Empire) invite you to explore the sands of the Khemri with them over the next few months. So, grab that water skin, and let's go!

PARCHED

Overview: In this scenario, two forces are attempting to seize control of an oasis. The generals do not know how long their troops can hold out. The forces must capture the objective and hold on to it by committing themselves fully to the attack.

Armies: Both armies are chosen from the Warhammer Army lists to an agreed points value.

Battlefield: The oasis is placed in the middle of the battlefield and lies in the shade of two stands of palm trees. The remainder of the battlefield consists of rolling sand dunes (use three or four low hills).

Deployment:

1. Both players roll a D6. The player who scores highest may choose his deployment zone. Reroll any ties.
2. The players then roll another D6. The highest scorer may choose to begin deploying first or second. Reroll any ties.
3. Taking it in turns, each player deploys one unit at a time, up to 12" onto the table and at least 24" from his opponent's deployment zone.
4. All war machines in a player's army

are deployed at the same time, though they can be deployed in different parts of the battlefield.

5. Champions are deployed with their units. Characters are deployed after all other units, all at the same time. Characters may start the battle within units if you wish.

6. Scouting units are not deployed with the rest of the army. Instead, they are placed on the table after all other units in both armies have been deployed, as described in the rules for *Scouts*.

Who Goes First? Both players roll a D6. The player who finished his deployment first may add +1 to his die roll. The higher scoring player may choose to go first or second. Reroll any ties.

Length of Game: The game lasts for a random length. At the end of the 4th turn, roll a D6; on a result of 2 or more, play a 5th turn. At the end of the 5th turn, roll another D6; on a 3 or more, play a 6th turn, etc.

Special Rules:

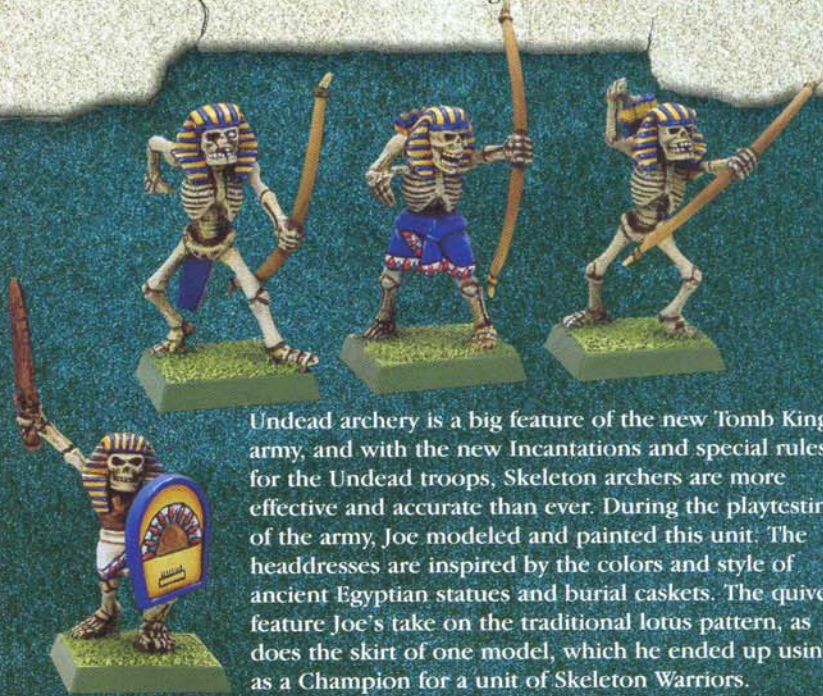
Dying of Thirst: The two forces have been marching through the desert for days, and everyone is on the verge of dying of thirst. At the beginning of the game and at the start of each of

BUILDING DESERT TERRAIN

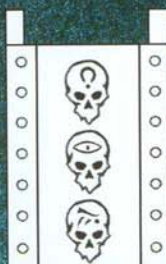
Making desert scenery for your battles in the Land of the Dead couldn't be easier. Hills and sand dunes can be carved from pink foamboard - the same foundation you would use for traditional Old World scenery. You can attach the hills to your table top or leave them loose so that they can be rearranged from battle to battle. Paint your scenery with watered-down white glue and sprinkle sand on top. After the glue dries, knock off or vacuum up any loose sand, paint your scenery with Vomit Brown, and drybrush with Bleached Bone - instant desert landscape!

For instructions on building an oasis, complete with palm trees, check out *Warhammer Skirmish* (p. 41) or click the scenery link in the Water Rights scenario in the Skirmish section of the Games Workshop web site: www.games-workshop.com.

To generate random terrain for desert battles, check out the terrain generator in the *Warhammer* rulebook (p. 227).



Undead archery is a big feature of the new Tomb Kings army, and with the new Incantations and special rules for the Undead troops, Skeleton archers are more effective and accurate than ever. During the playtesting of the army, Joe modeled and painted this unit. The headdresses are inspired by the colors and style of ancient Egyptian statues and burial caskets. The quivers feature Joe's take on the traditional lotus pattern, as does the skirt of one model, which he ended up using as a Champion for a unit of Skeleton Warriors.



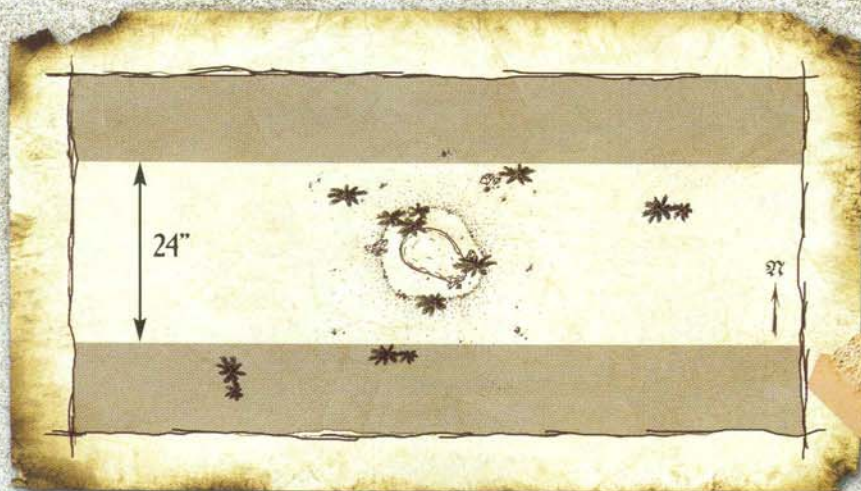
your turns, roll a D6 for each unit in your force. On a 1, some of the models have succumbed to the baking heat of the desert. Each unit so affected takes D6 S2 hits, with no armor saves allowed. Once a unit moves in contact with the oasis, the effects of the *Dying of Thirst* special rule are ignored.

Desperate Measures - Units within 6" of the oasis count as *Stubborn*.

Only the Living - Only mortal units suffer from the *Dying of Thirst* and *Desperate Measures* special rules. These rules do not affect any Tomb

Kings units, Vampire Counts units (except living ones like Ghouls), or Chaos Daemons (regardless of the type of army). Characters of all armies are also immune to *Dying of Thirst*.

Victory Conditions: The army with a unit closest to the oasis at the end of the battle wins. Fleeing units, monsters, and characters can't capture the oasis. If both players have units equidistant from the oasis, a player can still win if his unit is worth more than double the points value of the closest enemy unit; otherwise, the battle ends in a draw.



Ushabti are Joe's favorite models in the range - both in terms of looks and utility. With awesome profiles, built-in armor saves, and the ability to be repaired, these Undead constructs are among the most effective troops one can field. Opponents must spend a lot of resources taking out the Ushabti or die trying. Because they are constructs, Joe painted their "skin" as greywacke, a traditional low-luster building material used for statues in ancient Egypt.

The Bone Giant was the first model from the new range that Joe painted. For consistency, he decided to use the same colors he'd used on his test models. Joe notes that the arms of this model are very easy to pose, as is the head. This flexibility allows the modeler to create dynamic action poses like the one shown above. Joe plans to paint other Bone Giants for his army; they are not only fun to paint but amazing on the battlefield as well. Note that two head choices are included with each Bone Giant model, but the head featured here is a prototype that didn't make the cut.



Currently touring the US is a major exhibit that may prove inspirational to Tomb Kings players - *Quest for Immortality: Treasures of Ancient Egypt*. For more information on this exhibit and others in your area, check out www.Muppinn.com.

WARHAMMER SKIRMISH

Pilfered Antiquities

The lure of arcane artifacts and gold draws many an army to the lands of the Tomb Kings. Although traps and guardians dispatch most would-be tomb robbers, a few cunning or lucky individuals manage to make off with the precious relics. However, the Tomb Kings don't surrender their property easily and will dispatch their minions to retrieve their stolen treasures and exact vengeance from the thieves.

Attacking Forces:

- Tomb Prince with hand weapon, light armor and shield
- 8 Skeleton Warriors with hand weapons and bows

Defending Forces:

- 1 Hero with hand weapon and shield (up to 150 points)
- Up to 150 points of Core troops

Battlefield: Mark off an area of about 24" x 24". The outlying edges of this area contain difficult terrain. In the center of the table, place a group of eight tents. These tents must be at least 7" away from the surrounding difficult terrain.



Objectives: The Tomb Prince's goal is to retrieve the Vambraces of the Sun (see *Warhammer Armies: Tomb Kings*, p. 38), which the Defenders stole some time ago from one of the many tombs in the land of Nehekara. Once the Tomb Prince has located the Vambraces and/or the alarm is sounded, a small group of Skeleton Warriors will rush out to distract the Defenders and cover the Tomb Prince's escape. The Tomb Prince may claim victory if he escapes off the table with the Vambraces.

The Defenders must safeguard their plundered treasure. They may claim

victory if they kill the Tomb Prince and thereby retain possession of the Vambraces.

Deployment: The Defending player places any two troop models as sentries anywhere on the board. They will be facing a random direction (see *Sentry* rules below). The remaining Defending troops are asleep in their tents until those in the camp have *Sounded the Alarm*. The Defending player secretly writes down which troops are in each tent before the game begins. The Hero will be asleep alone in his own tent with the Vambraces close at hand. Distribute the remaining troops in the other tents as evenly as possible.

Who Goes First? The Tomb Prince goes first.

Special Rules:

Searching: The Tomb Prince must search the tents to retrieve the Vambraces. Each turn, he may search one tent in base contact at the end of his Movement Phase. The Defending player must disclose whether the Tomb Prince has found a troop tent or the Hero's tent where the Vambraces are stored. The Tomb Prince may leave the soldiers in troop tents undisturbed or attempt to slay



THE BLUE FACE ORC TRIBE

When Mark saw the new Tomb Kings army book, a plan began to formulate in his devious little brain, a plan born out of endless expanses of desert, blistering sun, the awakening of an ancient power, and feeble-minded Orcs exposed to just a little too much sunshine.

Rushing to consult his Orc & Goblin army book, Mark found everything he needed in the map on pp. 3 & 4: the Blue Face Orcs! Mark decided to build a new tribe to expand his existing force to include a few troops from the Badlands. He'd paint plenty of proper Savage Orcs but also modify some Goblins in the form of Spider Riders and Goblin Chariots pulled by Spiders, which would use the rules for Wolf Riders and Wolf Chariots, respectively. Led by Shamans, Mark's new forces would give him a chance to delve into the magic of the Big Waaagh! In keeping with the theme of the Blue Face Orcs, Mark decided to paint tattoos on every model, both the Savage Orcs and their smaller cousins, the Goblins.

We asked Mark Renye and Dave Taylor to let us in on their plans to expand their existing armies, Orcs & Goblins and Empire, respectively.



them. If he attacks them, roll a D6. On a roll of 1-3, the soldiers *Wake up* and *Sound the Alarm*; on a 4-6, all occupants of the tent are killed, and the alarm is NOT sounded. When the Tomb Prince finds the Hero's tent, he instantly takes the Vambraces and may attack the Hero, who *Wakes up* the instant the Vambraces are taken (i.e., before he is charged, if the Tomb Prince charges).

Sentries - For *Sentries* and *Spotting* rules, see the Assassin! scenario in *Warhammer Skirmish* (also available at www.games-workshop.com - just follow the links in the Warhammer section of the web site to the list of Warhammer Skirmish scenarios).

Sounding the Alarm - The alarm is sounded when a sentry spots the Tomb Prince, when the Tomb Prince takes the Vambraces, or when the Tomb Prince attacks and fails to kill any Defending model in a single turn. When the alarm sounds, the eight Skeleton Warriors may come into the playing area from any one table edge. They may charge if targets are in range. Sentries may move and attack freely. All other troops will *Wake up*.

Wake up - Once the alarm is sounded, the troops *Wake up*. The soldiers and Hero were sleeping and, as such, will not be wearing their armor but may

use shields. The Defenders are dazed as well, and all their characteristics, except Toughness and Wounds, are halved for 1 turn (round up).

Vambraces of the Sun - If the Tomb Prince takes the Vambraces before the alarm is sounded, he may use them for the remainder of the skirmish. If the alarm is sounded before the Vambraces are retrieved, the defending Hero may use them throughout the skirmish. If a character wielding the Vambraces is slain, the opposing character may take them from the spot where his enemy fell and use them for the rest of the skirmish.

PART OF A LARGER BATTLE

Vambraces - The winner of the scenario may use the Vambraces in the larger Warhammer game for "free." Assign the Vambraces to a character in the army.

Slain Characters - If either or both of the characters (the defending Hero or the Tomb Prince) are slain in the skirmish, the appropriate side or sides will have one less character available in the next game (e.g., a 2,000-point army, which may normally include up to four characters, may include only three characters).

OTTO VON REIK AND THE PANTHER TEMPLE GUARD.

As a dyed-in-the-wool fan of human armies in Warhammer, Dave already has a Dogs of War army with two units of pikemen, but neither of these units is larger than 20 models. The prospect of facing the Tomb Kings provided Dave the impetus he needed to break the mould with a unit of 30+ pikemen, who will use the rules for Leopold's Leopard Company. The fact that they're *Immune to Psychology* will be very helpful against the inevitable charges of Tomb Kings Chariots and cavalry.



The unit's blue armor (Regal Blue highlighted with Ultramarines Blue) as well as the great cat motif makes a clear association with Dave's Knights Panther.

GRAF HEINRICH GANZ, GRANDMASTER OF THE KNIGHTS PANTHER

Dave started work on his Crusader army with his General. He decided to avoid using metallic gold. Instead, he tried a technique occasionally used by the 'Eavy Metal team. Any "gold" trim was first painted with Vomit Brown, followed by a wash with Chestnut Ink. The trim was then highlighted with Vomit Brown, which was in turn highlighted with a mix of Vomit Brown and Skull White. The final highlight was a 30/70 mix of Vomit Brown and Skull White.

This technique yielded a pretty cool result. The trim on this model still looks valuable, but this technique affords a level of detail difficult to achieve with gold paints.



KNIGHTS PANTHER OF THE INNER CIRCLE.

Daye says he had fun modeling this unit, because it was easy to add a handful of parts from his bitz box to load up the detail on what would become the most important unit in his army. The purity seals, pieces of parchment, pouches, cloaks, and laurel wreaths help to bring these Knights to life. The fur cloaks and helmet crests were painted like the trim on the General model, but the final highlight was much sharper. Even though these Knights Panther will be accompanied regularly by the Graf and his Battle Wizard, Johannes Schmidt, Dave kept the unit at 12 strong, which gives him plenty of options for future gaming.

PATH TO GLORY

IMMORTALIZING YOUR WARBAND ON PAPER

USING YOUR NEW ROSTER SHEET

The Chaos Warbands project, Path to Glory, is well under way, and the savage conflict has resulted in massive destruction, which has divided the desolate Chaos wastes. Dark Gods vie for power and send forth their pawns to prove their worth on the bloody plains of battle. The Champions of Chaos ruthlessly lead the masses in their pursuit of slaughter and hope to one day gain a seat alongside their omnipotent masters by finally achieving the darkest of goals: Daemonhood.

If you have played a few games of a Warband campaign, then you will already know that your Champions earn advancements very quickly. In addition, your troops are constantly threatened by untimely deaths and are consequently replaced with fresh new recruits. All of this record keeping can add up to a real headache. We also found that flipping through *Warhammer Armies: Hordes of Chaos* every 10 minutes and looking for a statline was a bit bothersome and detracted from the quick play of a Warbands game.

Consequently, we whipped up this fine piece of parchment to clean up all of these loose ends and make the task of trudging through the corpses of the fallen a bit more bearable. You'll find all you need to document your Warband's progress on this sheet, and you should feel free to photocopy and distribute it to friend and foe alike. We hope this roster sheet makes your Warbands campaign more enjoyable and easier to keep track of. So what are you waiting for? The Dark Gods are waiting, and the Path to Glory lies ahead!

TITLE BAR

This space is reserved for characterful information pertaining to your Warband. The Warband's name, the Patron God it follows, the Warband Rating, and the Champion's name can all be entered here.

CHAMPION'S PROFILE

Note down any statistical changes to your Champion in these fields. Watch as your Champion's stats and effectiveness in battle continue to develop throughout a campaign.

FAVOR POINTS

This area is reserved for noting how many Favor Points remain unspent in the Warband and determining when your Champion receives his next advancement. Every "A" means another roll on the charts.

ADVANCEMENTS

Use this area to note down all the advancements your Champion receives throughout his reign of bloody conquest.

The form is a parchment-style document titled "PATH TO GLORY". It contains several sections for tracking a Warband's progress:

- WARBAND NAME:** A space for the name of the Warband.
- CHAMPION'S NAME:** A space for the name of the Champion.
- WARBAND RATING:** A space for the Warband's rating.
- FAVOR POINTS:** A grid of boxes for tracking favor points.
- WARBAND BANNER:** A space for a drawing of the Warband's banner.
- ROSTER:** A section for listing the troops in the Warband, including their names, stats, and equipment.

PATH TO DAEMONHOOD

If the Dark Gods so desire, your Champion may be bestowed with the ultimate gift of Daemonhood. There are four levels that can be achieved on this treacherous road toward your Champion's ultimate goal. Note your Champion's progress here.

WARBAND BANNER

Use this area to display the twisted heraldry of your mighty Champion. If the design turns out well, you could photocopy and paint the design as a standard that your Warband can carry into battle.

WARBAND ROSTER

This area is for noting down all of the followers that your Champion attracts and the equipment that they carry. From meager Warbands mighty armies grow!

MINIONS OF CHAOS

A summary of all of the troops that your Warband may include. Additional rules will be found in the *Warhammer rulebook* and in *White Dwarf*.

LURE OF THE GODS

FIRST BLOOD ON THE ROAD TO VICTORY

For the past few months, *White Dwarf* Editor Paul Sawyer has been collecting a Chaos army. This series of articles shows how he collects the army with a budget of £30 (about \$46 US) a month. The army is looking well rounded now, just like Paul himself.



Well, I had arranged three games in our Studio campaign, but with a trip to Calgary looming for the Canadian Grand Tournament, I didn't get to play any of them before I went. No worries – I had a plan to get a few games in on the other side of the pond, and I could always play the outstanding games when I got back to dear old Blighty.

Agonizingly, I didn't quite finish the Chaos Marauder Horsemen - so they stayed in England. I'd put in as much

time as I could to complete them for the trip, but in the end, the Ruinous Powers decreed it wasn't to be. I spent some time on the flight working out an army list that would be pretty rounded against most armies, because I had no idea what I'd be facing. The following is what I came up with:

Vradchuk, Exalted Champion 269
Great weapon, Chaos armor, Amulet of Chaos. Riding in Scythed Chaos Chariot with one Chaos Warrior crew (halberd, heavy armor).

Uuz'Bedyre, Sorcerer of Chaos 176
Level 2, Barbed Chaos Steed, Dispel Scroll, Spell Familiar.

Scythed Chaos Chariot..... 120
Two Chaos Warriors with halberd, heavy armor.

5 Chosen Knights of Chaos 340
Full command, Chaos armor, War Banner.

12 Chaos Warriors 234
Full command, halberd, heavy armor, shield.

16 Marauders of Chaos 137
Full command, light armor, shield.

6 Warhounds of Chaos..... 36

6 Warhounds of Chaos..... 36

Spawn of Chaos 60

Total..... 1,139

CANADA EH?

The day after I arrived in Calgary, I took the army for a couple of games in the Sun Ridge and Chinook Games Workshop stores. In the Sun Ridge store, I fought Jordan Nail's Empire army, and at the Chinook store, I took on Joe Jessop's Skaven.

WEAKLING HUMANS

Jordan's Empire army contained a couple of Wizards, a Warrior Priest, eight Knights, a regiment of Handgunners, and a regiment of Greatswords with a detachment of Huntsmen. These troops were backed up by a Great Cannon and a Volley Gun.



Paul has been spending a lot of time painting to try and make up the time he lost last month.

Sorry this list isn't more exact, but due to a long flight, sleep deprivation, and typical disorganization, I forgot to get a copy of his army list.

The game was loads of fun as the impetus swung back and forth. Stars of the game were the Empire Handgunners and their Volley Gun. On the Chaos side, Vradchuk would have been most pleased with the Chariots.

In the end, we called it a draw. In another couple of turns, Vradchuk (wounded and now on foot) plus the lone Chosen Knight Champion would have done in the Empire on one flank, while on the other, only the Greatswords and Warrior Priest survived and were vainly trying to chase down Uuz'Bedyre.

We lost track of the number of turns played. As we were having so much fun, we agreed to play until I was dragged to the next store.

LEARNING POINTS

I need to learn how to deal with independent characters better. The two Wizards and, later on, the Warrior Priest gave me a big problem as they flitted around stopping march moves or evading my efforts to eliminate them. Maybe a single character of my own would have done the trick, and I'm considering adding more characters now that the army's growing.

Magic is still something I'm getting the hang of. In hindsight, I wouldn't have bothered with the Spell Familiar, because two spells are more than enough in a game of this size. I also need to work on the tactical side of spell casting instead of following the procedure I use with my Dwarfs – dispel, dispel, or dispel.

VERMIN HUNT

Can I just point out how much I hate facing the Skaven? Good, now that that's out the way, I can tell you that Joe's army consisted of a Warp Cannon, Night Runners, a big block of Clanrats, a mob of Plague Monks (with the inevitable Plague Priest), and a regiment of Stormvermin. A couple of Warlocks and a Warlock Engineer (armed with those pesky Warp-Lightning-spewing Warp Blades...) finished things off. The game started with Joe flinging Warp Lightning all over the place, and Uuz'Bedyre didn't have the Dispel

As I'm normally a Dwarf player, it's been a refreshing change to paint cavalry. One of the things I learned quickly is how much better the horses look if you fill the joints at the neck and tail with Green Stuff. A little extra effort here makes the finished piece look much, much better.

As I was giving my Horsemen flails, they'd have to be conversions – the miniatures from the boxed set come with spears or hand axes but not flails.

The solution is pretty easy. I used the flail heads from the Marauders regiment I bought in the first month of this series. I clipped the business end of the flail off and then clipped the head and part of the shaft off the javelin to make the haft of the flail. Then it was a simple matter of pinning them together.



Although the plan to use the flails from the Marauder regiment was a good one, it wasn't a total success – I ended up one flail short for the Horsemen. No problem – with a growing bits box, there was bound to be a solution.

Taking one of the standard pole tops from the plastic Marauders regiment (the plastic regiment sets have an incredible number of extras), I cut the skull and chain off. A couple of pin points were added to make it a little more brutal looking.



I cut off the axe head from the chieftain's weapon and pinned the pared down head of a Marauder pick to the top of the axe haft. Once painted, the flail head was pinned in place.

dice to deal with it. I had a terrible feeling I was going to get hammered...

Luckily, things got better for Vradchuk. Using the two Chariots in tandem proved very wise, because they tore into the Stormvermin, the Clanrats, and then later on the Plague Monks. The Spawn also performed well in holding the Plague Monks up long enough for the Chariots to do their handiwork.

The game ended with a total massacre of the Skaven - not a single one was left alive (although the Warp Cannon crew fled from the table). I lost Uuz'Bedyre plus all but one of the Chosen Knights to a Warp Cannon shot and also witnessed the demise of the Marauders at the hands of the Plague Monks.

LEARNING POINTS

Chariots working in pairs are deadly – I'll be using this tactic more often!



Finally, I have enough fast-moving elements in my army not only to keep my opponent guessing but to cause damage when these units arrive, even against a shooty army. The addition of the Marauder Horsemen and the Screamers will augment my army's speed nicely.

In both this game and the previous one, I'd taken Lore of Shadows for my Sorcerer and really wanted to use Steed of Shadow on my Spawn to throw it into combat. Sadly, on neither occasion did I get the spell off.

BACK HOME

When I returned home, I checked my e-mail only to find that the current phase of our Studio campaign was ending in 2 days and that we'd only be able to play skirmish games for a couple of weeks. The three games I had lined up would have to wait until

then. Not to worry – skirmish games can be great fun, and their quick nature means that you can either play more games or spend more time painting. I hope to be doing both!

Another interesting development was an e-mail from Anthony Reynolds. He had been a rival for the attentions of the Chaos Gods but had decided to start a new Vampire Counts army. He'd be taking over some of the GM-played territories, and so his realm seceded and was now controlled by Vradchuk.

As I'd originally joined the campaign late, I'd been acting as a raiding force that could attack from any map edge or any of the scattered Chaos territories. Now, I would be taking control of a realm, and that meant a change in my role in the campaign.

I'm looking forward to expanding my realm. I can also call upon the help of the original raiding territories, but that will cost me valuable gold.

Vradchuk's reputation has preceded him, it seems, and with the newly painted Marauder Horsemen having joined his army, he would be eager to dedicate the demise of the other races to the Dark Gods.

FRESH TROOPS

With the Screamers I bought last month well on their way to completion and with a little money left over to add to this month's budget, I'm in quite a healthy position. With the army being much more rounded now, it's just a case of refining it.

As ever, when building an army, there are lots of options. This month, I'm torn between two: (i) putting

The addition of the Marauder Horsemen to Vradchuk's army gives the Chaos army a fast option to harry the opponent's flanks.



Vradchuk on a Daemonic Mount or Chaos Steed (the Chariot is great, but on a Steed he'd be in the action quicker) or (ii) adding more troops.

Mounting Vradchuk would be a hefty conversion, so maybe I'll just ponder what I want to do with him for now and rely on bolstering the size of my army for the time being.

I have my eyes on another unit of Marauder Horsemen, as *Fast Cavalry* are superb. Used in tandem with my other fast-moving units, they will keep my opponent on the back foot.

On the other hand, I also want to add at least four more Chaos Warriors to the existing regiment. Twelve models don't get the full rank bonus, and it only takes a couple of war machine hits to whittle down the regiment's effectiveness. Given that, I'm going to make a conversion for the mounted

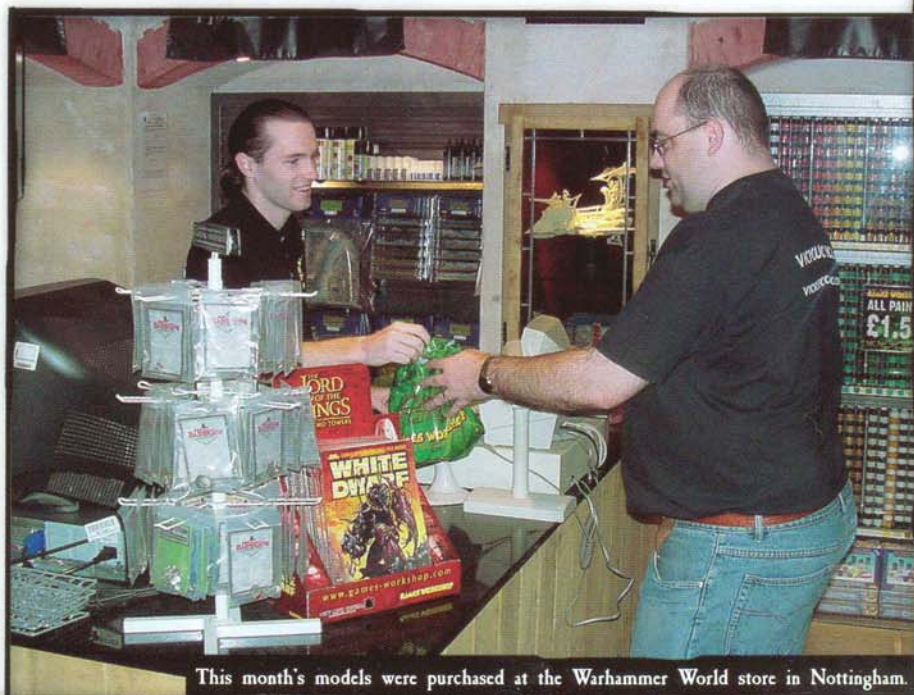
Vradchuk. I'll order some bitz from my local store and may just add a sprue of Chaos Warriors to that order.

As the army has grown in size troops-wise, it's probably time to add a few more characters. At the moment, only Vradchuk and the Chaos Sorcerer Uuz'Bedyre hold sway over the army. By mounting Vradchuk on a horse, I can use his existing model on Chariot as another Aspiring or Exalted Champion. With the addition of another Sorcerer in the future (probably with the Mark of Tzeentch now that I have the Screammers), I should be more than able to compete character-wise too.

Decisions, decisions...

In the end, I've forgone all of the above and decided on a regiment of Slaanesh Daemonettes. These models are some of my favorites in the new Chaos range, and Juan Diaz has done a truly excellent job of capturing the seductive and elegant yet dangerous nature of these inhuman creatures. A unit of 15 Daemonettes just about used up this month's budget, but I'd still have some money left over from last time to add to next month's cash. This budget surplus would give me a great deal of flexibility in the components I'd use for my new Vradchuk.

Now, if you'll excuse me, I have Screammers to finish...



This month's models were purchased at the Warhammer World store in Nottingham.

Matt Hutson has just started collecting a Tomb Kings army, and he plans to make Chariots a big feature of it. Here, he shows us how he assembled and then painted them.

PAINTING WORKSHOP

Matt Hutson's Tomb Kings Chariot

ASSEMBLING A TOMB KINGS CHARIOT



The Chariot was assembled according to the construction diagram on the side of the box. At this stage, the wheels, the crew, steeds, and base were left off to make painting the model easier. When assembling the crew, take note of how the models need to be positioned alongside each other. With multi-part kits, a dry run is always a good idea.



Chariot Construction



COMMAND GROUPS

Tomb Kings Chariots come in units and thus can include a Command group. The best way to represent a Command Chariot is to change the weapon combination of the second Skeleton. In the case of the normal Chariots in the unit, this second Skeleton was simply armed with a one-handed spear.

STANDARD BEARER

The standard pole was used to make a Standard Bearer for the unit. You could also use standard poles from the Skeleton Regiment boxed set. The second crewman was armed with the one-handed spear.



CHAMPION

For the Champion, the two-handed spear was used, as it looks more impressive than the one-handed version.



MUSICIAN

A spare horn from the Tomb Kings Skeleton Regiment (you will have plenty of these to spare) was swapped with the spear arm on the second Skeleton.

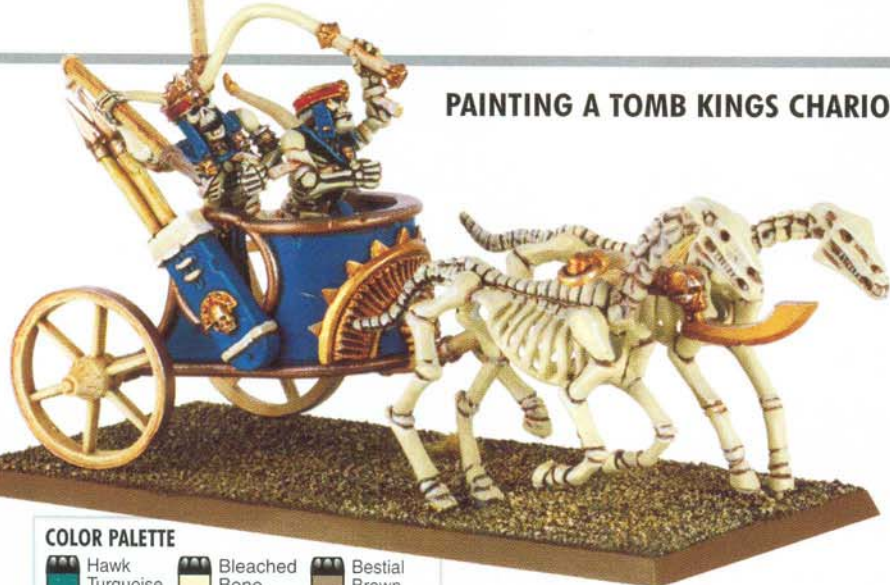


MOUNTING A TOMB KING

A Tomb King or Tomb Prince can easily be mounted in a Chariot by replacing the two crew. To make the Chariot more distinct, two standards have been stuck to the back of it.



PAINTING A TOMB KINGS CHARIOT



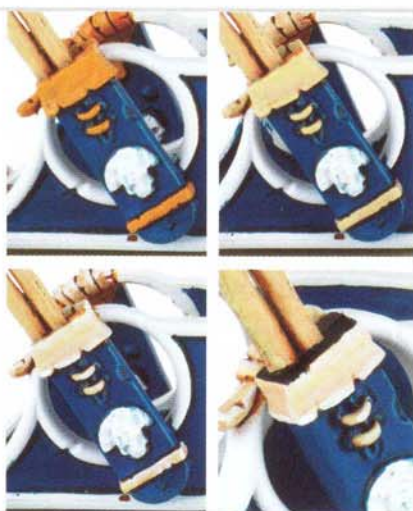
COLOR PALETTE

Vomit Brown, and then Flesh Wash was applied. Once the wash had dried, these areas were painted again with Vomit Brown before being highlighted with Bleached Bone and Skull White. Finally, Chaos Black was painted around the opening at the top.

All the parts were given a Skull White undercoat. The first parts to be painted were the blue areas on the Chariot and the weapons bags. These areas were covered with a basecoat of Hawk Turquoise and then shaded with a 50/50 mix of Hawk Turquoise and Chaos Black. Finally, a 50/50 mix of Hawk Turquoise and Skull White was applied to the edges of the cracks to create highlights.

Next to be painted were the wooden areas on the wheels, Chariot floor, spears, pole, and yoke. To start, these areas were given a basecoat of Vomit Brown, and then Flesh Wash was applied. Once the wash had dried, all the wooden areas were drybrushed first with Vomit Brown and then with Bleached Bone.

The leather areas on the weapon bags were basecoated with



The bronze edging on the Chariot, wheels, and pole was first basecoated with Brazen Brass and then highlighted with Mithril Silver.



To paint the gold on the Chariot and standard, a basecoat of Shining Gold was applied. Brown Wash was then painted into all the recesses. To finish, a highlight of Mithril Silver was applied to the edges.



STEEDS AND CREW



The bone areas were given a basecoat of Bleached Bone followed by a wash of Brown Ink. Bleached Bone was then painted onto any raised areas where the Brown Ink had spilled outside the recesses. As a final step, Skull White was used to highlight the bones.



All the blue areas on the Skeletons' headaddresses and tunics were painted in the same colors as the Chariot.



To paint the red areas on the headaddresses, a basecoat of Red Gore was applied.



The wooden spear shaft and whip grip were painted to match the wooden spear shafts on the Chariot.



The leather straps and bandages were painted exactly the same way as the leather areas on the weapon bags.



The gold and bronze areas were also painted with the same techniques and colors used on the Chariot.

PAINTING THE BASE

The base was first painted with Bestial Brown then immediately dipped into fine sand. The sand was then flooded with a Brown Ink wash. Once completely dry, the sand was drybrushed with Vomit Brown and then Bleached Bone. The sides of the base were painted with Bestial Brown.

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THE THIRD ANNUAL GRANDMASTER TOURNAMENT

FOUR GAMES



The 2003 Grandmaster Tournament starts **Monday, February 3** and continues for 4 weeks! We start with our **Specialist Games** in the 1st week, move on to **The Lord of The Rings** in the 2nd week, continue with **Warhammer** in the 3rd week, and finish off with **Warhammer 40,000** in the final week. Each game has its own strategies, so only master tacticians will rise above to become the Champion!

FOUR WEEKS...

The more rounds you play, the greater your chance of becoming the 2003 Games Workshop Retail Grandmaster Champion. So get your armies together for each of the 4 weeks!

The Overall National winner will win a trip for two to Games Day courtesy of Games Workshop and will also be able to visit Headquarters and meet all kinds of Games Workshop personalities! In addition, the winner will receive a glass display cabinet (seen below) complete with lots of beautifully painted miniatures and the first ever Grandmaster's Trophy!

The National winner of each of the four different rounds will also receive a glass display cabinet!

FOR YOU!

Don't worry! Even if you're not the Grandmaster, there will still be plenty of prizes to go around! Each person playing 40 or more games over the 4 weeks will receive a fantastic prize! The overall winner in each store will receive \$250 worth of GW products for free, and the National winner of each of the four different rounds will receive a glass display cabinet! Sign up and have fun!

FREE REGISTRATION
starts **Monday, January 15.**
For more information,
check with your local store.



GAMES WORKSHOP® RETAIL STORES

Not sure how to play your new GW game, put your models together, or paint them? Then attend one of our

New Hobbyist Weekends!



The Lord of The Rings January 11-12



WARHAMMER January 18-19



WARHAMMER 40,000 January 25-26



What exactly is a New Hobbyist Weekend?

In January, we are running a series of beginner weekends in our retail stores where you can learn how to play that new game you got for the holidays! We will also show you how to put together and paint all those new miniatures!

Starting on January 11, you can learn the new rules for The Lord of The Rings: The Two Towers game, master the strategies behind Warhammer and how to rank up your models, and learn how to play Warhammer 40,000 and how to paint an entire army for the battlefield!



Great! When can I start?

Show up during any of our three New Hobbyist Weekends after 1 p.m., and the staff will help you in every way they can to ensure you get the most out of your Games Workshop games! Also, keep an eye out for other cool stuff going on in the stores at the same time!

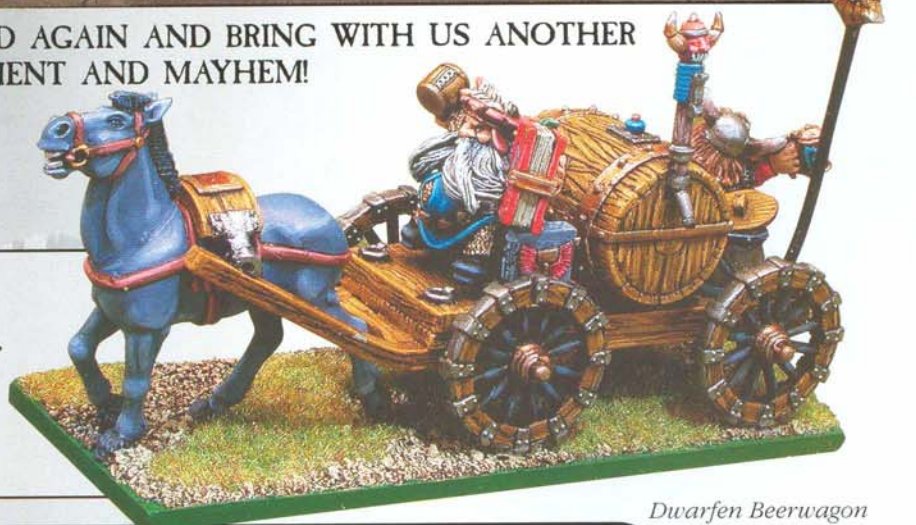
If you aren't near a GW store, check with your local independent retailer, which may be hosting similar events for new hobbyists.

GRAND TOURNAMENT

2003 SEASON

JOIN US AS WE HIT THE ROAD AGAIN AND BRING WITH US ANOTHER GT SEASON FULL OF MERRIMENT AND MAYHEM!

GTs are the premier events for tabletop wargamers all over the world. These exciting tournaments are designed for you, the devoted gamers who have a genuine passion for playing our games. It's just our way of thanking you for all of your undying support and dedication!



*Dwarfen Beerwagon
by Neil Miller*

2003 GRAND TOURNAMENT SCHEDULE



TEST YOUR SKILLS!

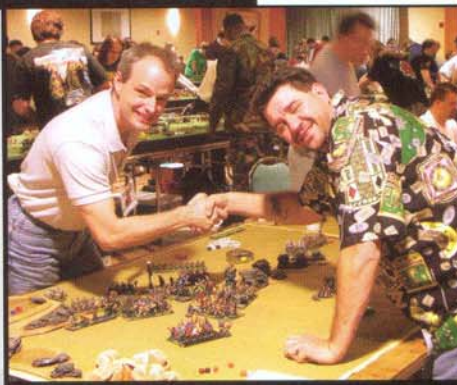
Here's what we have confirmed so far. Keep your eyes on the web and *White Dwarf* for more updates.

US SCHEDULE

Minneapolis, MN	Feb. 7, 8, 9
Baltimore, MD	Mar. 7, 8, 9
Seattle, WA	Apr. 4, 5, 6
Chicago, IL	May 9, 10, 11
Philadelphia, PA	Jun. 13, 14, 15
Dallas, TX	Sep. 26, 27, 28
Los Angeles, CA	Oct. 17, 18, 19
Columbus, OH	Oct. 31, Nov. 1, 2

CANADIAN SCHEDULE

Vancouver	Jan. 25, 26
Toronto	May 17, 18
Calgary	Oct. 4, 5



MEET GREAT PLAYERS!

Games Workshop Grand Tournaments are clarion calls to action for all dedicated Warhammer and Warhammer 40,000 players. Held in cities across North America, the Grand Tournaments are weekend-long events packed with gaming. Grand Tournaments are fun and challenging and stress that winning isn't everything. You bring your own army and prepare to meet new players, check out some awesomely painted armies, and see how you measure up against the generalship, painting skills, and sportsmanship of some of the best players in the world.

NEW SEASON

The heart of any Grand Tournament is made up of all the fantastic gamers and their skills and enthusiasm, but every year, we try to improve our events. For the 2003 season, we have some great new additions - we're increasing the number of Grand Tournaments and holding them in cities where they've never been before. In addition to already fabled battlegrounds like Baltimore, Chicago, Dallas, and others, we'll be in Minnesota, Columbus, and maybe even more as the year progresses. A hint to all of you in the Southeast: get those armies ready! Our advanced scouts are already working in your vicinity! In 2003, we'll also be returning to the fantastic Seattle area.

NEW TERRAIN

Great armies deserve great terrain to play on, and the 2003 Grand Tournament terrain will be the best yet. There will be different battlezones, each with its own tactical challenges for you to overcome and conquer. We don't want to ruin all the surprises, but pictured here a few examples of the kinds of battlefields you can expect to fight over.

FANATIC FRIDAYS

In previous Grand Tournaments, we've noticed that some insatiable gamers aren't satisfied with loads of games on Saturday and Sunday. Friday night pick-up games and impromptu challenges have always



Pictured here are two examples of the fantastic new terrain over which GT players will get a chance to wage war. Each table will have a distinct theme and special rules to reflect the scenario or environment of these diverse landscapes!

To complete these new Grand Tournament tables, we've adorned each one with characterful, highly detailed terrain like the escape pod shown above and village house to the right.



Tau Sbas'o by Mike Sawada



Check out some of the most beautiful armies that you'll ever see!



been popular and are a great way to have fun and fine tune those killer strategies. Lately, we've also added some smaller Specialist Game events on Friday for gung-ho gamers. In our few trial runs, we've had great success with Battlefleet Gothic tournaments and plan to add small competitions for games like Warmaster, Blood Bowl, and Mordheim. Check each individual event to see which Friday games are going on at your GT!

AND MUCH, MUCH MORE

Other parts of Grand Tournaments are the new release displays, sales booths (which include the sale of bitz by weight and the entire Forge World

collection), Saturday Night rollicking Pub quizzes, silly prizes, and more. Just to keep veteran gamers on their toes, we add a few new scenarios to the mix at each event. Make sure you select a balanced army, as you never know exactly what kind of perils will be waiting. Each US GT will feature its own special Extended Rules - things like objectives to guard and special reserve units - just to add to the challenges of the tournament.

SIGN UP & FIND OUT MORE

Full details about upcoming events, venues, costs, rules, army sizes, tournament scoring, awards, and other specifics can be found on the Games Workshop web site. Go to

www.games-workshop.com/news/ and click the Grand Tournament link. As each hall can only hold so many ravaging hordes, all tournaments have only a limited number of tickets to sell. In general, tickets for each Grand Tournament will go on sale about 9 weeks before the event; so if there's a city you particularly want to conquer, keep your eyes on the *White Dwarf* news pages and the Games Workshop web site for exact dates. To register, you may sign up online, mail in the downloadable online form, or call Games Workshop Mail Order.

ROGUE TRADER NEWS

ATTENTION GAMERS

Pictured below is Mark Henry. If you recognize him, it's probably because you've played in one of the many introduction games he runs. No? Then maybe it was at Games Day Baltimore where he ran the Space Hulk table and handed out custom trophies to the winners. That doesn't ring a bell



either, huh? Then you must have been at Gen Con where he helped run our huge Rogue Trader Tournament. Well, if you weren't at any of these events, I'm sure you've seen someone like Mark at your own tournaments and other local game events. Mark is one of our many Outriders. These guys volunteer their spare time to teach others how to play our games, but their work doesn't end there! They also get to help out at our Games Day conventions, run tournaments at local stores, play introduction games with people new to

the hobby, and hold painting and terrain workshops. If being an Outrider sounds like something you'd like to do, then hop on the web and check out the Outrider site for more information: <http://www.gwoutriders.com/>. We're looking for tons of extra Outriders, so sign up today. If you do get a chance to meet Mark, ask him for a game. He'd be happy to show you how to play or even give you some painting advice.

YOUR PLAYER ID NUMBER

Your player ID number is very important for participating in this season's Rogue Trader Tournaments! You can find this number in your User Profile when you register on the Games Workshop web site. Make sure you give the organizer your ID number when you register for a Rogue Trader Tournament. This number is essential for logging in your Hall of Hero results and ensures that your contact information is correct. Your ID number is the only way to guarantee that your name is correct every time, that your points don't get assigned to someone else, and that your information in the Hall of Heroes is updated quickly and correctly.

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Welcome to the User Profile page for the Games Workshop Website! To change your information, just fill out the form, and click the button at the bottom.
Make sure that you have information in all the **mandatory fields** (the fields with *), as your editing process will fail if you miss any of these. All other fields are optional, but appreciated.

UserName:	Rogue Trader	This is your player ID for the Hall of Heroes!
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Email: *	roguetrader@games-workshop.com	
Address: *	6721 Baymeadow Drive	
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City: *	Glen Burnie	
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JANUARY TOURNAMENTS

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40,000

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January 11
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January 11
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January 11
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PDX Gamers' League
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January 12
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Reel World
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January 12
Midvale, UT
Hastur Hobbies
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January 18
Richmond, VA
Rogue Trader Tournament
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January 18
Toronto, ON
Pandemonium 20
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January 18
Fairlawn, NJ
Game Master
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January 18
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January 18
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January 26
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January 31
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Dreamation
(914) 328-3740

ARE YOU READY FOR THE NEXT LEVEL?

A brand new season of Grand Tournaments is upon us! If you like Rogue Trader Tournaments, love seeing new armies, enjoy meeting new players, and are ready for an even greater challenge, then get yourself to a Grand Tournament! Not only will you find a higher level of competition, but you'll also have even more fun while playing your favorite tabletop battle games! Check out new releases, get a glance at new rules, and take advantage of the great Mail Order booth deals, but most of all, have a blast playing against some of the greatest players from all over the world! For more info go to www.games-workshop.com.

SIGN UP EARLY!

Even though more Rogue Trader Tournaments are taking place across North America than ever before, they are filling up fast! We get calls all the time in the offices at Games Workshop from people who are upset that they drove hours to play in a tournament that was already filled. We strongly suggest that you call or log on to the web site and secure your place in the tournament beforehand. Save yourself some grief and contact us today!



FIRST FOUNDING

DESIGN YOUR OWN SPACE MARINE CHAPTER COMPETITION

This past summer, we gave you, our devoted readers, an opportunity to embellish the game of Warhammer 40,000 by inventing your very own Space Marine Chapter. Well, after thumbing through pages and pages of stellar ideas and great concepts, we narrowed it down to the three entries that best embodied the feel, style, and tone of the established 40K universe. Here are the results.



1ST PLACE - THE VOID STALKERS

BY NATHAN GARRISON

Nathan works as a saddle dyer in the state of Texas (and judging by the hand-tooled leather notebook that accompanied his entry, we think he's quite skilled at his trade). He has been into the hobby for almost 9 years and enjoys Battlefleet Gothic, Epic Space Marine, Warhammer, and Space Hulk when he's not smiting his foes in 40K with one of his many armies. His Chapter, the Void Stalkers, has a distinctive feudal Japanese feel to it that was quite intriguing to our judges. The warriors of the Chapter follow a form of the Bushido Code and are divided into different Clans. The Chapter's depth of character and creative theme helped to make the Void Stalkers stand out above the rest of the competition. Great job Nathan!

2ND PLACE - THE SPIRIT DRAGONS

BY KELLY KIM

Kelly Kim has been active in the Games Workshop hobby for 15 years now and began by modeling and painting the first RT1 plastic Space Marines. He spent 2 years working for GW retail in Vancouver, before moving on to painting miniatures professionally for close to 3 years. He has, at times, collected and played with Orks, High Elves, Sisters of Battle, Dark Eldar, and of course, Space Marines. Kelly's entry, the Spirit Dragons Chapter, also has a classic feudal Japanese flavor to it and has an extensive and unique background that adds to the overall character of the Chapter. These stoic and dignified warriors have a great respect for their enemies, and the honor of the Chapter's warriors is of primary concern when they engage their foes on the field of battle.



3RD PLACE - THE STAR FOXES

BY TROY ARAKAKI a.k.a. "KITSUNE"

Troy lives out in Waipahu, Hawaii, and works as an Art Director/Graphic Designer (a fact that was apparent in his nicely executed, mock Index Astartes article that accompanied his entry). He has been involved in the hobby for nearly 18 years now and has amassed a wide variety of armies for different GW games. Some favorites of Troy's are Necromunda, Warhammer, Epic, and Battlefleet Gothic. Troy's entry, the Star Foxes Chapter, is the product of continued evolution and development. The Star Foxes excel at stealth and reconnaissance, and they have a tendency to field more Scouts than other, more traditionally organized Chapters.



The rest of the top 10 entries were so cool that we decided to show them to you as well. Thanks to everyone who entered. We're sure that these creative takes on the Space Marines will inspire many gamers to develop their own unique Chapters, backgrounds, and color schemes for their Space Marine forces.



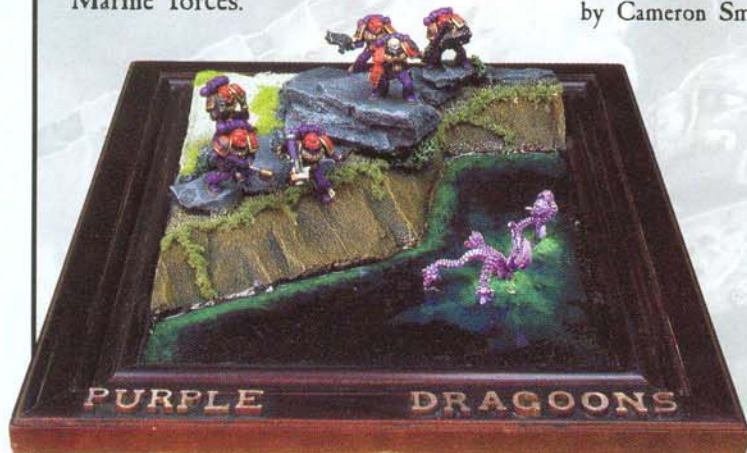
4th- Silver Shrikes
by Cameron Smith



5th- Steel Talons
by R. Morales



6th- Violet Talons
by Chris Showers



7th- Purple Dragoons
by Allen Smith



7th- Knights of the Stormrider
by Tim Kline



8th- Silverbacks
by Reuben Nacita

10th- Galactic Knights
by Peter Kochler



This month, Andy Chambers takes time out to look back at what the Warhammer 40,000 Games Development team has been up to recently. He also casts his gaze to the future and explains what we have in store for you.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings citizens and welcome to the Most Effulgent Emperor's Chapter Approved column. Well now, my dedicated brethren, it's been quite a while since we had a look through the parchments in the Games Development oubliette. This month, I think it would be a good time to examine them...

THE STATE OF THE SYSTEM

OUR DEARLY DEPARTED BRETHREN

I believe that there are now a number of new scribes since our last visit. It's true that the Venerable Scrivener Johnson became a Fanatic - indeed, the Head Fanatic from what I've heard. He now pursues insane paths as diverse as sports (Crossref. "BloodBowl" 2938/emzV.4), gang warfare (Crossref. "Mordheim" 6548/reD.7, "Necromunda" 0966/meL.2), space combat (Crossref "Battlefleet Gothic" 3185/oaG.8), and large scale conflicts (Crossref "Warmaster" 9310/waM.2, "Epic" 3291/akV.7).

Quite where these pursuits will end I know not. Although given the diversity of theorems Scrivener Johnson now propounds, I believe some form of multiple possession must have taken place!

Spare a prayer also for Scrivener Thorpe, locked in crusade upon a feral world where the populace has a great fondness for warhammers. Apparently, the taint of both aliens and dark forces is strong in that benighted realm, and Scrivener Thorpe's missives detail their barbaric traits with a suspicious level of enthusiasm. He apparently intends

further investigations. I fear he may have "gone native" and given way to the inevitable lure of god-like status within a backward culture.

REPLACEMENT SCRIVENERS

In accordance with the relevant ordinances, I have recruited suitable replacements from the Adepts. These new scribes have shouldered the great joy and burden of codifying the forces and foes of Mankind. Learning from the fates of Scriveners Johnson and Thorpe, the work is now undertaken in a more compartmentalized manner so



The 122nd Cadians advance cautiously through a ruined cityscape.



The sinister Necrons have come to take back what was once theirs...

that no single scrivener risks losing his soul to the damned knowledge he must contemplate. As such, I shall describe the roles of these new recruits as we review the manuscripts completed since your last visit and those currently underway and nearing completion.

As an aside, suffice to say that regular scourings are still undertaken to focus the mind and purify the spirit of these new scribes. Sadly, the very nature of the task at hand means the rank stench of corruption, hairy palms, furrowed brows, and incipient insanity are never far away. I say this through my own dreadful personal experience of course. Even now, only the most rigorous regime of regular excruciation stands between myself and heretical madness. Well, moving along swiftly...

CHAPTER APPROVED

The ursine Scrivener Haines's first treatise formed essential components of the first *Chapter Approved Annual* over a year ago. This mighty tome codified the most favored articles of the preceding year, and even now, finishing touches are being made to a second volume that incorporates the most important articles of this past year and updates them with a host of new material.

Scrivener Haines, utilizing preparatory notes from myself and the sadly departed Scrivener Johnson, moved on to complete *Codex: Cityfight*. This treatise on the subject of urban combat in the 41st millennium was further illuminated by texts from the fertile pen of another recruit, Scribe McNeill,

whose upbringing in the wilds of the northern reaches surprisingly fostered a fine grasp of both Low and High Gothic. Both scribes provided innumerable transcripts for this publication, as we combined our efforts on an altogether less wholesome tome.

AN EMERGING RACE

Codex: Tau was one of the final books forming the so-called first revelation, that of the Xenos. This relatively young alien race has become a thorn in the Imperium's side over recent centuries and required the attention of our commanders. The shameless development of technology by these creatures and their expansionistic empire of client races have but one positive effect from holy Terra's perspective: the Tau lie directly in the path of hive fleet *Kraken*. We can but pray that these loathsome aliens might one day destroy one another.

INDEX ASTARTES

The first book of *Index Astartes* followed, a compilation of articles on all aspects of the Emperor's blessed Space Marines. Thus begins a heroic attempt to illuminate each of the legendary First Founding Legions and their Primarchs, even those who turned to damnation. We estimate this work will eventually comprise no less than four tomes to cover all 18 legions, with appendices on the Adeptus Astartes organization, rituals, successor Chapters, heroes, offices, weapons, and war machines.

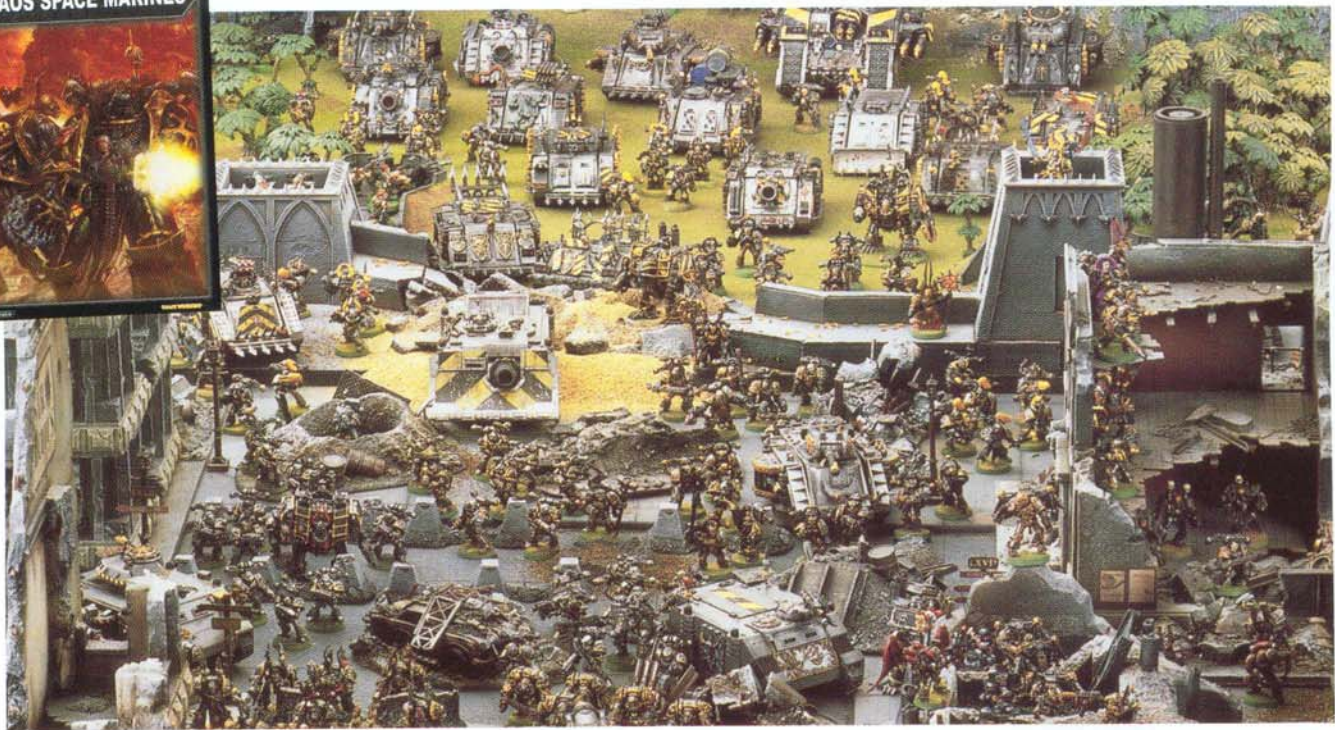
Another new appointee, Scrivener Kelly, previously a fulminator for this periodical,

made the first great inroads into this mighty project, with the added weight of all the other scribes and various alumni of exotic locales. He has also made considerable contributions to this very Chapter Approved column on a variety of subjects as diverse as Xeno lore and Imperial Guard regiments.

Another major contributor to Chapter Approved and *Index Astartes* has been the newly arrived Scrivener Hoare, a great devotee of the Adepta Sororitas and champion of the oppressed. Even as we speak, I'm led to believe that the next *Chapter Approved Annual* and the second *Index Astartes* compilation are being conveyed by servitors to the scriptoria for copying and distribution.

THE NECRONTYR

So, with a strength of numbers previously unknown, we completed our current treatise upon the alien races with *Codex: Necrons*. This dire race is as old as the stars themselves and has slumbered for uncounted millennia beneath the dust of eons-dead worlds. This Codex confirms the earlier reports in this august periodical and expands upon the terrible threat the Necrontyr bequeathed upon the galaxy. The deathly aspect of these nightmare warriors has appeared on the battlefields of the 41st millennium with increasing force and rapidity. As the Necrons stir themselves from their stasis tombs, we can but speculate on what their designs upon the galaxy will be. Little imagination is required to conclude that they will not be good.



A Iron Warriors Grand Company storms the breach.

THE CHAOS LEGIONS

As an extension of the progress made with Index Astartes, I next instructed Scriveners Haines and Hoare to undertake a revision of *Codex: Chaos Space Marines*. They set to with the rest of us assisting as best we could and keeping a constant watch for signs of mutation or possession in the two unfortunates. They appear to have come through their ordeal remarkably sane

and whole, although Scrivener Hoare is exhibiting certain marks that give me pause.

The completed revision is something of a masterwork - however great the cost. All of the corrupted Legions are accounted for and much more besides. A worthy successor to the much-mourned lost Codices of yore, this book comes as a timely reminder that the

Imperium's greatest foe is, and will ever be, the diabolic corrupting forces of Chaos. The works in *Codex: Chaos Space Marines* make it clear that the Legions of Chaos wait poised to deliver Abaddon's 13th Crusade against the Imperium, a campaign that promises to surpass any in living memory. Even the blood-soaked sands of Armageddon cannot equal the carnage that awaits us all.

Demonhunters Mystics



Ordo Malleus Inquisitor





A sneak preview of two 3:1 scale Cadians!

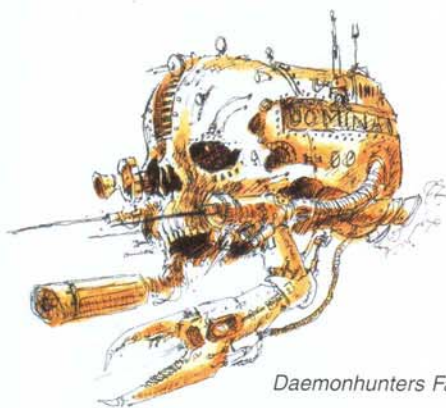
THE ORDO MALLEUS

The resurgent threat of Chaos has reached such a pitch that we are currently preparing *Codex: Daemonhunters*. In this tome, we are detailing what is known of the Inquisitors of the Ordo Malleus and the Grey Knights, Space Marines trained specifically to combat the daemonic in all its forms. We have taken particular pains to include within this treatise

details on combating not only Chaos forces, but other threats as well - Daemonhunters might have to overcome any force in pursuit of their righteous mission. Negotiation is not an option.

THE EYE OF TERROR

These Codices are but preludes - overtures if you will - to our current undertaking, *Codex: Eye of Terror*. Within this dissertation, we will attempt to



Daemonhunters Familiars



WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules and introduces new scenarios, weapons, rules, and army list entries of all types, frequently stolen from Codices in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out, and just plain brilliant additions to the game (as reviewed and arbitrated by that well known model of fairness and balance - me). If you've got something good for Chapter Approved, then write to me at the address given here.

Note: Please don't include rules queries, etc., with your letters, as the volume of mail means that in most cases I won't be able to send individual replies.

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK

codify some of the events of the 13th Crusade as well as details of the Cadian Gate and its surrounding environs where the first blow is sure to fall. The Codex shall detail the forces of the Cadians themselves, their rightly famous Imperial Guard regiments, the scrofulous hordes of the Lost and the Damned, the machinations of the Eldar of Ulthwé Craftworld, and the return of some of the Emperor's servants long thought lost in the Eye. How this campaign will unfold I cannot even begin to guess. However, I rest assured that the faithful will heed the call to arms with all the might they can muster and help to determine the fate of the Cadian Gate and what this battle will portend for the future of the Emperor's rule.

There is hope for Mankind of course. Even now, Scrivener Haines and I are making preparatory notes for a revision of *Codex: Imperial Guard*. We hope to enhance the current splendid tome with appendices on diverse formations such as death world veterans, hive world conscript armies, and so forth. However the Eye of Terror campaign ends, the Imperial Guard will stand ready to protect the Emperor's domain in the ongoing war.

With faith in Him, we cannot fail.

The Predator is a Rhino variant that sacrifices passenger capacity for superior armor and firepower. These vehicles have served the Adeptus Astartes since the dark days of the Horus Heresy but were created long before the Emperor united Humanity and led the Great Crusade to reclaim the galaxy.

ENGINES OF DESTRUCTION

A CLOSER LOOK AT THE NEW CHAOS PREDATOR KIT



Black Legion Predator.



An unsuspecting Blood Angels Predator is ambushed by the Iron Warriors.

Strobing muzzle flashes in the smoke-wreathed ruins ahead indicated the presence of enemy infantry. An instant later, a missile streaked towards the Iron Warriors Predator and struck a glancing blow against its turret. The main force of the explosion was deflected by the angle of the turret's armor, and a moment later, the tank's havoc missile launcher unleashed a salvo of anti-infantry warheads. A series of blossoming explosions ripped the defenders apart, and the daemoniac beings bound within the Predator cackled as the tank continued its progress and crushed the charred corpses of the Guardsmen into the ground as it passed.

The tank's Commander was a veteran of the Long War and had been hard-wired into his daemoniac vehicle for many thousands of years. He assessed the tactics of the Imperial Guardsmen as they scuttled through the scant shelter afforded by the ruins; enemy armor must be near, he knew, and the infantry was attempting to coordinate its movements in support of the tanks.

As his vehicle rounded a corner, the Commander voiced his thanks to the Ruinous Powers as his scope was filled with the image of his enemy. It was not a crude Leman Russ but a loyalist Predator, an equal to his own vehicle, and he had out-flanked it and earned a clear shot at its vulnerable rear.

Lining up his turret-mounted lascannon, the Iron Warriors Commander savored his moment

of victory. The Daemons inhabiting the targeting mechanism screamed for the death of their rival.

As his finger closed on the firing stud, a mighty impact struck the tank from the left, mangled the lascannon, and slued the turret hard to that side. The Daemons screamed in pain, and the commander was slammed against the inner hull. Superhuman though he was, his vision blurred for the briefest moment.

A second Space Marine Predator had emerged from a side street and now prepared its killing shot, confident in the knowledge that its incapacitated target would offer no resistance.

But the Iron Warriors Predator was far from defenseless. The daemoniac essence lurking within the tank howled as it reached out, using its unnatural powers to affect the very fabric of the tank's form. The warped lascannon barrel reformed into its previous shape, and severed power cables reattached themselves to the weapon. Regaining control, the Commander instinctively depressed the firing stud, which he still held in his grip. An incandescent bolt of white light speared from the daemonically reformed barrel and struck the enemy tank squarely at the junction of its turret and hull.

The Space Marine Predator was torn apart in a blinding explosion as its ammunition detonated. Its turret was thrown tens of meters into the air, and the hull split as titanic energies ripped it asunder.

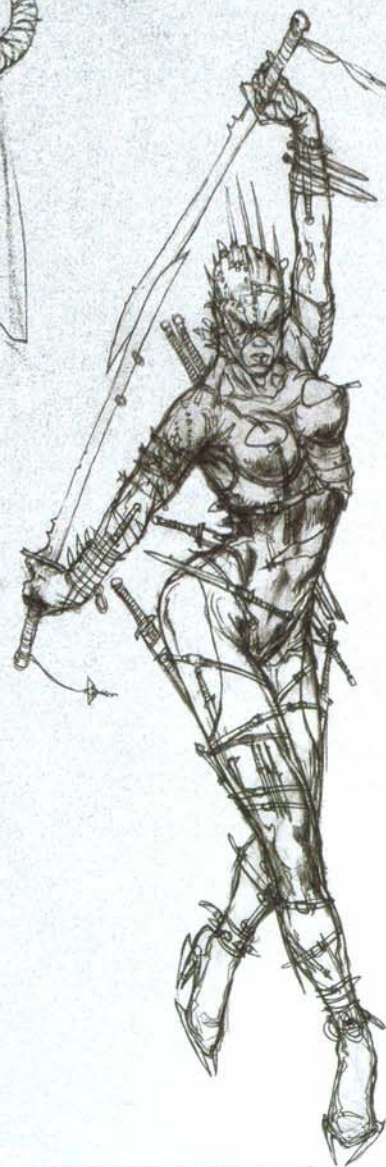
Screaming an insane prayer of gratitude to the Dark Gods, the Commander rotated his turret back around and drew a bead on the rear of the first enemy vehicle. The turret of the other Predator was turning, and in a second more, the two tanks would be aiming straight down each other's barrels.

The Iron Warriors Commander did not give the enemy a chance to acquire its target and pressed the firing stud. The thin rear armor of the other tank offered no protection against the shot, and yet another kill was added to the Commander's long tally.

The way ahead was now clear, and another garrison would fall before the might of the Iron Warriors.



RITES OF EXORCISM



Next month, we will be revealing the secretive division of the Inquisition, the Ordo Malleus. Known as Daemonhunters, these exceptional individuals have been waging a covert war for Humanity's survival over the last ten thousand years.

The new Codex will allow you to field an army of fearless Daemonhunters including Grey Knight Space Marines as well as other diverse troop types. Daemonhunter troops can also be taken as allies in an existing Imperial Guard or Space Marine army.

SPECIAL PREVIEW

CODEX DAEMONHUNTERS



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

Despite the brightness of the day, shadows gathered beneath the triumphal arch as Inquisitor Cherone awaited the arrival of his foe. The Inquisitor gripped the wire-wound hilt of his rapier tightly and began reciting the last six verses of the six hundred and sixty Canticles of Detestation to steel himself for the confrontation with his foe. The Inquisitor's palms were sweating, and he cursed, as his rebellious mind dredged up images of the last time he had faced the Daemon. He had the hideous scars on his face and neck to remind him of the battle every time he looked in the mirror, and he could not allow such memories to plague him now. He whispered the mantra of the Daemonhunter and pushed all distractions from his mind. Fear was as great an enemy now as the approaching abomination. From in front of him, he could hear the swelling cheers of the city's populace. Cherone knew the people's cries of adulation would turn to those of terror if they knew the true nature of that which they worshipped.

Behind him stood a company of Guardsmen from the Tekarn Iron Fists and five giants in suits of elaborately tooled Terminator armor. Fluted curves and ornate scrollwork decorated every greave and vambrace. The Terminators carried wide-bladed weapons, the edges of which crackled with lethal energies. Twin-barreled guns were cunningly fashioned into their gauntlets. These warriors were the Grey Knights, the elite Daemon-hunting force of the Imperium. To either side of Cherone stood hooded Imperial Preachers, arrayed in all their finery and carrying open, leather-bound tomes. Smoking braziers strapped to their backs gave off a pungent aroma of daemonbane and other

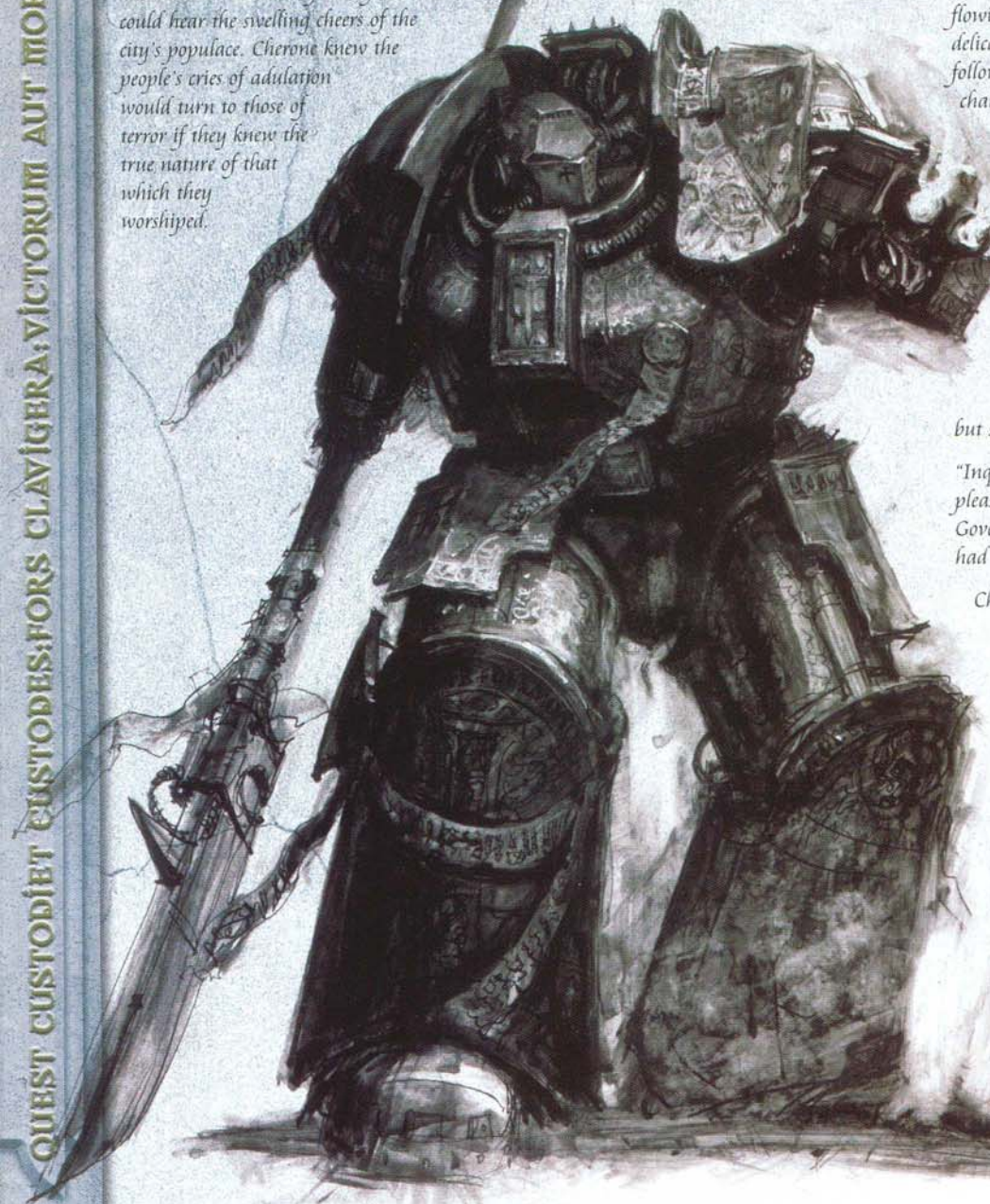
holy roots inimical to creatures of the Warp. Cherone knew as well as anyone that faith in the Immortal God-Emperor was his greatest weapon here and that these holy men might be all that stood between him and death. The roar of the crowd ahead intensified. Cherone looked up to see a floating palanquin make its way around an alabaster statue in the road. He drew his finely wrought pycannon, its barrel inscribed with hexagrammiod wards. Armed guards marched before the palanquin, their uniforms spotless and their strides sure. Governor Leonora's procession slowly made its way towards Cherone. The floating palanquin was wreathed in gaudy silks and colorful brocades. Streamers fluttered on high banner poles, and standard bearers clad in dazzling ceremonial armor and carrying bright flags followed in the palanquin's wake. The Governor of Vollandis, dressed in a sumptuous, flowing gown of scarlet velvet, waved a delicate hand to the cheering throng that followed her as she reclined on a luxurious chaise lounge. Handmaidens, wreathed in diaphanous silks that covered them while subtly suggesting the flesh beneath, lounged at her feet.

The procession halted as the guards at its head saw the warriors awaiting them. There was recognition in the Governor's eyes as she rose gracefully from her repose, her face lighting up with childlike glee. Her handmaidens hissed, but she waved them to silence with a gesture.

"Inquisitor Cherone, it is a most delectable pleasure to see you again," breathed the Governor, her voice smoky and seductive. "I had thought you dead on Laurentix."

Cherone shook his head and raised his pistol. "I am not here to bandy words with you, Daemon. I am here to destroy you."

Governor Leonora laughed as the two Preachers stepped forward, chanting verses from the books they carried, but the mirth died in her throat as painful spasms wracked her body. She shrieked in pain and dropped from the palanquin to the floor. Her skin shimmered and undulated with nauseating motion, and a dirty light emanated from her body. The Governor roared, and the light faded as she drew herself up to her full height and snapped, "You think to defeat me with your petty magicks and ancient scribbings?"



"No," replied Cherone, leveling his consecrated psycannon. "With this..."

He pulled the trigger, and Governor Leonora was hurled backwards. The psychic bolt blasted a bloody crater in her chest and pitched her across the chaise longue. The guards shouted in anger and raised their weapons, but the soldiers backing up Inquisitor Cherone were quicker and fanned out to unleash a storm of lasfire that blew their enemies apart in an explosion of blood and bone. The Grey Knight Terminators stepped forward in unison, as the Governor's handmaidens leapt from the palanquin, their robes parting to reveal creatures of horrifying beauty. Sinuous arms ended in long, barbed claws, and their faces were grotesque hybrids of woman and Daemon. Whipping tongues lashed from their mouths, and their eyes were the color of jet.

The Preachers were the first to die, disemboweled by the graceful caresses of razor sharp claws. The holy men fell screaming, burning coals from their braziers spilling across the Daemon woman who had killed them. Her gauzy robes flashed to flame, and the Daemon shrieked as the holy fire of the Emperor consumed her. Inquisitor Cherone dived below a slash aimed at his throat and blasted one of the fiendish creatures to oblivion with a well placed shot. The Grey Knights charged with their weapons raised. Cherone drew his rapier - the blade forged by the artificers on Titan and blessed by the holy Sisters of St. Capilene - and hacked another of the hell beasts down. He dodged another killing thrust as his soldiers engaged the remainder of the Governor's guards in a deadly firefight. The ground suddenly shook with a thunderous impact, and Cherone turned, dreading what he would see.

A creature from his darkest nightmare faced him, a beast of monstrous splendor with rippling flesh and four clawed limbs. Standing three times the height of man, the pale creature glistened with scented musks, its new form still dripping scraps of flesh it had but recently shed. The shell of Governor Leonora was no more, and in her place stood a bellowing Greater Daemon of Slaanesh, revealed in all its hideous glory.

"Come now, Cherone," chided the Daemon. "Did you really think I could be defeated so easily?"



Index Astartes

First Founding



An in-depth look at
the First Founding
Legions of the
Adeptus Astartes

THE ENEMY WITHIN

The Alpha Legion
Space Marines Legion

by Graham Davey

The Alpha Legion uses secrecy, spy networks, and traitors to assail its enemies from as many different directions as possible in carefully orchestrated attacks. Hidden within the heart of the Imperium, the Alpha Legion coordinates cultist activities and launches full-scale terror attacks.

Origins

Following the Horus Heresy, thousands of records, archives, and libraries were destroyed to purge any mention, indeed any memory, of the traitors. Ten millennia later, there are now billions of Imperial citizens who remain unaware that the rebellion ever happened. However, a few tomes survived, mostly in the hands of those in high authority or heretics whose true loyalties remained undiscovered. It is from these works that historians and Inquisitors have gleaned their knowledge of those ancient times. Of course, sifting out the truth is never easy, because most books are copies of copies or simply forgeries filled with lies.

In the case of the Alpha Legion, reliable facts are even harder to come by, as the Legion was notoriously secretive. For example, unlike the home worlds of most of the First Founding Legions of the Adeptus Astartes, the Alpha Legion's home planet is unknown or nonexistent. The reason for this omission is unclear, but Inquisitor Kravin of the Ordo Malleus has recently unearthed an ancient journal that he claims provides an account of the first contact with and recovery of the Legion's Primarch. Kravin has estimated the veracity of this journal at 62.6% but has thus far refused to produce it for independent examination.

According to Kravin's claim, towards the end of the Great Crusade, an advance Patrol Cruiser of the Luna Wolves Legion, assigned to search for lost human worlds, entered an unnamed system. Swarming towards the vessel came a horde of small space ships of varying types, mainly one- and two-man Fighters. Despite the fact that the ships were of primitive design and apparently more than one origin, the attack was highly coordinated. Dozens of ships mobbed the Luna Wolves' Thunderhawks, while others braved the batteries of turret defense guns to shoot at the huge Cruiser. However, the weapons of the Fighters made little impression, and the attack soon broke off. The Luna Wolves' Cruiser gave chase, eager to show the puny attackers the power of the Adeptus Astartes. It was only after the first impact that the bridge crew realized that they had been lured into a minefield. Maneuvering to escape

resulted in two more explosions and serious damage to the engines that forced the Cruiser to halt in place until repairs could be made. The horde of Fighters renewed the attack and forced the badly outnumbered Thunderhawks into a desperate defense of the damaged Cruiser.

Two days later, the rest of the Luna Wolves' fleet arrived, summoned by the Cruiser's distress signal. The Legion's Primarch, Horus, furious at the crew's failure to deal with such insignificant attackers, was shuttled straight to the stricken Cruiser. He found the command deck in a state of high alert. The enemy had somehow managed to board the Cruiser and had split up to evade capture in the ship's endless corridors and service ducts. The enemy troops who had not already been found and eliminated now seemed to be converging on the bridge.

Horus waited for them. As five men burst onto the deck, he shot four of them through the head before they had a chance to act. Without pause a fifth shot rang out, but the last man was different. Over a foot taller than even the Luna Wolves, he had piercing green eyes and looked almost a match for Horus himself. Somehow, even at such close range, the man side-stepped quickly enough that the bolt shell only grazed his temple and exploded against the bulkhead behind. As the man charged forwards, a second shot slammed into his shoulder, but still he did not slow. More shots were fired by guards and bridge officers as well as Horus. The man staggered under multiple impacts but, incredibly, pressed on through the firestorm to launch himself at the Primarch. At the last instant, with his hands inches from Horus's throat, the man stopped. The two stared at each other for a long moment, before Horus started laughing. He had found the last Primarch.

The new arrival called himself Alpharius and claimed to have been traveling this area of space for many years. However, he remained tight-lipped as to where he had come from. Various worlds in that locale were subsequently brought into the Imperial fold, but Alpharius always denied that any of them were his home. The conglomeration of planets he had been leading was persuaded to join the Imperium with little bloodshed. The wounds Alpharius had suffered healed

quickly. However, Horus did not send his discovery straight back to Terra to meet the Emperor. Instead, he kept the Primarch with him for some months. Horus was most impressed with Alpharius's remarkable success against the Space Wolves' Cruiser – trapping it, boarding, and then penetrating right to the bridge. During this time, Horus allowed his newfound brother to take tactical command in the various actions that occurred. Alpharius was clearly just as impressed with Horus, with the huge martial power he wielded, and with his instincts of when and when not to use it.

Eventually, Alpharius was taken back to the epicenter of the ever-expanding

Imperium and reunited with the Emperor. There was the usual rejoicing, pomp, and circumstance, but records on Terra suggest that the two spent little time together. Alpharius was quickly sent to take command of his Legion, while the Emperor had many pressing affairs of state. The Alpha Legion, as it was now named, was the last of the Adeptus Astartes Legions to be created. With astounding prescience, the Emperor had ordered their founding just a few decades before. The new Space Marines were tall and strong, were reminiscent of their Primarch, and possessed a cunning intelligence.

Alpharius led his army, created in his image, to the outer reaches of the

Imperium and was eager to join battle and emulate the glories of the older Legions. His first campaigns were well planned and highly successful, and he worked to develop and mold his Legion's tactics. He argued that the best attack comes from many directions at once and advocated assaulting the foe on all sides in every way. He insisted on keeping options open and never relied on any one thing, person, or single victory to win the day. He was always prepared with a back-up plan, like a flanking force in perfect position. Alpha Legion infiltrators invariably struck behind enemy lines at just the right moment.

Alpharius added to this doctrine by

Chapter Approved Access Level: B forty-two one

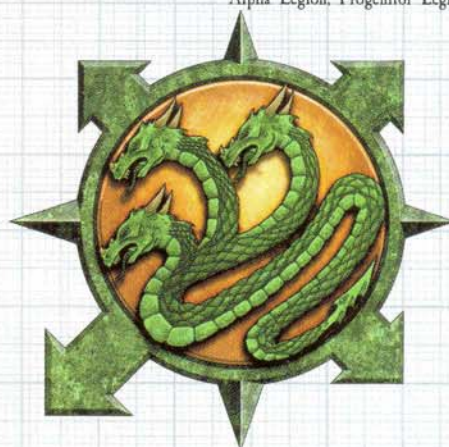
Alpha Legion, Progenitor Legion M31



Pre-Heresy Alpha Legion color scheme



Post-Heresy Alpha Legion color scheme



Alpha Legion Symbol



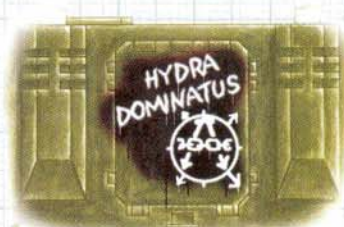
Alpha Legion shoulder pad iconography



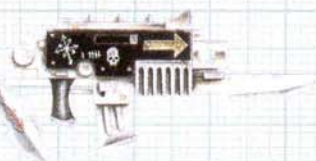
Post-Heresy Alpha Legion Space Marine with heavy bolter



Post-Heresy Alpha Legion Terminator



Example of Alpha Legion cult markings



Thought for the day: Knowledge is weakness.

seeking as many other advantages as he could. He would bargain for allies, encourage treachery within the enemy army, and develop a network of informers and spies within the populace. Underground rebel groups and activists would be contacted and persuaded to provide diversionary attacks, demonstrations, or bombings at agreed times. By the time a battle started, the Alpha Legion would have so many elements to its advantage that it was virtually impossible for them to lose. The Legion soon gained a reputation for devastatingly coordinated campaigns. While these methods took longer to execute than a simple frontal assault, they were far less costly in troops, which enabled Alpharius to spread his forces widely.

Most of the other Legions had taken planets, usually the worlds where their Primarchs had been found, to be their headquarters and bases of operations. The other Legions constructed glorious cathedral-like fortresses, and many had taken over governing their worlds and even the surrounding systems. But Alpharius clearly did not believe in this high-profile approach. He is thought to have established several bases but kept their locations hidden from everyone outside the Legion. Only the whereabouts of smaller staging posts and supply depots were made known, and even this information was highly restricted.

It is thought that Alpharius worked tirelessly to develop his officers and encourage them to think for themselves.

Alert - Plasma Furnace Overload
Imminent - Evacuate Immediately -
Alert

Emergency Warning Vox accidentally
triggered throughout Hive Tempestora
factory complex 2 months prior to the
Third Invasion of Armageddon. Tank
and Ordnance production was set back
5 days by the ensuing panic.

He instigated programs of training and constantly set challenges for his troops to overcome, even in the midst of battle, to force them to adapt and improvise. There are even documented occasions when, shortly before or during major offensives, the Primarch simply disappeared in order to assess how his Legion would perform without him.

Alpharius did not seek glory or honors for himself and rarely attended victory celebrations. Consequently, he never spent much time with the other Primarchs, and it was many years

before he met all of them. His first encounter with Roboute Guilliman of the Ultramarines was reputedly strained. Guilliman believed in rigid structure and hierarchy and had a firm battle doctrine from which his Legion never wavered. He was in the process of documenting the "correct" tactics and operation of a Space Marine force, tried and tested during his long years of command, and suggested that the young Alpha Legion should adopt this "Codex" behavior. However, this attitude was anathema to Alpharius's belief in initiative and adaptability, and a heated debate over tactics and ideology ensued. When it became clear that Alpharius would not bow to Guilliman's experience and superiority, the older Primarch pointed out the thousands of victories and battle honors his Legion had won and told his youngest brother that he could never hope to compare.

After that meeting, Alpharius pushed his Legion even harder and sought out

+++Course Correction. Battle Group
Portentia to proceed to coordinates
22439.26775/GS/E [Quinox
Sound], pending further orders.
Command Authority Σ +++

- Falsified fleet movement instructions,
uncovered following the complete
destruction of Battle Group Portentia
by unknown attackers, 145M41.

the most difficult challenges for his forces. He knew he could not equal the number of worlds conquered by the older Legions, for they had been founded centuries earlier, but he seemed determined to win their respect for his Legion's martial prowess.

On the world of Tesstra Prime, the population was violently resistant to the idea of Imperial rule. Alpharius deliberately delayed his assault a full week to allow the planet's armies to amass and dig in around the sprawling capital city. When battle commenced, there were close to a million soldiers arrayed against the Alpha Legion. However, the week had not been spent idly. The Space Marines had deployed such that they could attack from various directions and leave huge sections of the defensive line untouched. Just as the assault was launched, bombs detonated within the city demolished dozens of bridges and blocked major supply routes. The defending Tesstran commanders found themselves unable to move troops and supplies into the areas under attack or out of areas that were being ignored. The

divided forces tried to hold out against the relentless advance of the Alpha Legion, but the lack of ammunition and reinforcements made it a hopeless task. And, of course, while help could not be brought in, retreating soldiers found they could not get out fast enough either. Thousands ended up herded together down the few remaining escape routes and were cut to pieces in an endless rain of bolter shells. It was 2 days before enough of the defenders could be redeployed to mount a serious counterattack. However, officers in the Tesstran army had somehow been compromised, and these traitors betrayed details of the plan. The counterattack advanced into a trap and found itself beset by armored Space Marines on all sides. Within a week, the Tesstran forces had suffered 90% casualties. When asked why he had not simply seized the capital before the defending armies arrived, Alpharius replied, "It would have been too easy" (cf. Inq. file 3045621/M.30 [battle ethics]).

Heresy

His conduct in the battle for Tesstra invited censure from many quarters. Roboute Guilliman is recorded as having called it "a huge waste of time, effort, and the Emperor's bolt shells." However, concerns about alleged atrocities committed by the Night Lords Legion diverted attention away from the incident. Nevertheless, Alpharius was furious at the reaction to his Legion's masterful performance. Only Horus openly praised the manner in which the Alpha Legion had overcome an opposition that outnumbered them a hundred to one. Horus was the only other Primarch with whom Alpharius had any regular contact. The two appeared to respect each other greatly and are thought to have discussed tactics often.

At the start of the Heresy, the Warmaster's forces amassed on Istvaan V. The Emperor sent no fewer than seven Legions, fully one third of the entire Adeptus Astartes, to put down the rebellion. The initial wave consisted of three of those Legions - the Salamanders, the Iron Hands, and the Raven Guard. They were seriously mauled as they made planetfall and battled to secure safe landing zones. The second wave was made up of the remaining four Legions, and some sources name the Alpha Legion among them. After their initial landings, these "loyalists" attacked their allies instead of the rebels. Utterly betrayed and attacked on all sides, the three allegedly loyalist Legions had no chance at all. Just five loyal Space Marines survived, bearing the precious gene-seed of many of their

fallen brethren. Given the average size of Legions at this time, the death toll must have reached 30,000, while rebel casualties on Istvaan are estimated at just a few thousand.

Inquisitor Kravin has observed that such a deceitful trap was strongly reminiscent of Alpharius's tactics and suggested that "he and Horus may have devised this brilliant plan together." Other scholars have made the same connection, though with rather less enthusiastic wording. Exactly when Alpharius chose to side

Despair, for thy doom is upon you. Give up hope, for all the might of your Imperial overlords cannot save you. Kneel before us, and we will spare every hundredth man and woman. Such is the mercy of Tchkrü-krerarr the Unstoppable, Exalted Champion of Darkness.

- Ultimatum delivered to Erwin Borstar, Planetary Governor of Attica Prime, in 022.M41, shortly before Chaos Space Marines raided Attica II and IV. Both were poorly defended, as large forces had been sent to reinforce the first planet at the insistence of Governor Borstar. Attica Prime was never attacked.

with the Warmaster is not clear. Certainly, he spent more time with Horus than he ever did with the Emperor. Perhaps there was an understanding between them right from the beginning.

However, it is not thought that Alpharius was blindly following Horus, for he seemed to have his own agenda. He relished every battle against loyalist Space Marines as the ultimate test of military skill. Again and again, the Alpha Legion proved it was the match of the other Legions. Alpharius's forces started going out of their way to find Space Marine opponents and inflicted stinging defeats on the loyalist White Scars at Tallarn, a Space Wolves company at Yarrant, and other Legions at dozens of smaller outposts. Well before the Warmaster's forces reached Terra, the Alpha Legion had become separated but continued to wage war on all that they came across. Even after the defeat of Horus on Terra, the Alpha Legion continued on unchecked, apparently inventing objectives and missions with absolutely no connection to the rebellion as a whole. They moved into the galactic east towards, whether by coincidence or design, the Ultramarines Legion. The Ultramarines had been posted on the

Eastern Fringe when the Heresy began and were racing back to the Segmentum Solar. They were enraged at the treachery of their brother Space Marines and the Warmaster's connivance to keep them too far away to affect the outcome. It is possible that Alpharius deliberately sought out the Ultramarines and that he wished to confront Roboute Guilliman in battle and prove the superiority of his tactics. Other theories suggest that the Ultramarines tracked down the Alpha Legion and seized the opportunity to be revenged on one of the Traitor Legions. However it came about, the two Space Marine Legions met in battle on the world of Eskrador.

First to arrive on the planet, Alpharius was able to choose his battleground, for he knew the Ultramarines would not rest until they had hunted the traitors down. The Alpha Legion deployed deep within a harsh mountain range at the pole of the planet. The mountains were riven with gullies, ravines, and high passes that would seriously hamper movement, especially for ground vehicles. Alpharius was convinced that the battle would be won by the side that overcame these problems the best through forward planning, coordinated air transport, and detachments coping independently of heavy support. Guilliman was a military commander with few peers. However, all the experience, lessons, and tactics he had accumulated over the centuries had been carefully documented, compiled and made accessible to the other Legions, as the Primarch wanted to improve the Emperor's armies as a whole. These records gave Alpharius the advantage, because he knew how the Ultramarines operated. Indeed, Guilliman's initial deployment followed exactly the doctrines set down in his own writings, and the Alpha Legion moved to trap them. But Guilliman chose the first nightfall to do something unexpected.

These men were no mindless, brainwashed Daemon worshipers like those we'd fought before, herded forward as gun fodder by their Traitor Space Marine masters. This group was trained, had been well equipped, and knew exactly what it was doing. The enemy appeared out of nowhere on both sides of the column and went straight for the heavy armor. Four of the main battle tanks had tracks blown off before enough infantry could dismount to stop them. Then the enemy fell back into the ruins of the city. It took us more than an hour to get the column rolling again. By the time we reached our rendezvous, the battle had already started.

- After action report 9331/rts/4. Filed by Colonel Johann Adronia.

Breaking his own rules of operation, he led a large portion of his forces with no lines of support or supply deep into the mountains and deployed by Thunderhawk, drop pod, and teleporter in the midst of the Alpha Legion. Guilliman's target was the enemy command center and none other than Alpharius himself.

The following account appears to be the personal log of a member of the Ultramarines strike force, probably a Sergeant. It is included in Inquisitor Kravin's diatribe *Lessons of Strife*, though other Inquisitors and representatives of the Ultramarines themselves have questioned its validity. The original document was purportedly discovered in a system Earth-ward of Eskrador.

[0411.0] Our strike force numbered over 3,000 Space Marines, and despite the lack of heavy armor in support (due to our mode of arrival), we soon had the traitors' command center in disarray. There was no way the lightly armored buildings could stand up to our Devastators' firepower and a direct assault by the much honored and revered Ultramarine Dreadnoughts. Our enemies were outnumbered five to one and soon started to fall back up the mountain valley, probably to buy time for a relieving force to arrive (my Captain conjectured). However, knowing that the terrain would hamper the movement of reinforcements, we were zealous with the thought of revenge and pressed them hard. With perhaps 500 Space Marines remaining, the Alpha Legion force made a stand at the head of the valley. Their heavy weapons were deployed well, high on the mountainside, and felled many of our number as we fought upwards towards them, but their guns were too few and our resolve unswerving. As we closed upon the traitors, Alpharius himself led a counterattack and charged headlong back down the rocky slope with his bodyguard and slammed into our line. Not even Ultramarines could stand before a Primarch, and his powersword felled every noble Space Marine within reach. Our advance halted, and I was forced to recite the Cantic of Faith to steady my squad. But then an imposing figure appeared, and my heart was gladdened. Our great Lord and Primarch Roboute Guilliman himself strode forward, ignoring the melee around him, straight towards Alpharius. The two Primarchs stood before each other. They were equal in stature. Both were clad in shining power armor, and each wielded a glittering powersword. Where one was noble, the other was craven. Where



one was loyal, the other was a betrayer. All other combat ceased as we watched them. There was a long pause, neither Primarch moving an inch, then both struck in an instant. Each sword made a single stroke and then both were still again. For a second the two great men stood facing, before Alpharius slumped to the ground.

Like every other Ultramarine on the field, I let out a loud cry of victory. Guilliman's plan had worked – the very heart of the enemy had been torn out. The remaining bodyguard fought on, but we fell on our adversaries with renewed vigor. When the last one had been cut down, we turned our attention to the rest of the Alpha Legion command. Trapped by the sheer mountains at the head of the valley, they had no escape from our bolter fire. We left no one alive.

The body of the dead Primarch was burned on a great pyre, and Lord Guilliman allowed us a moment of prayer and reflection on our success before issuing orders to move out and commence the destruction of the leaderless enemy army. We are fully confident that the task will be straightforward – the loss of its Primarch is something from which no Legion can recover. [END ENTRY]

[0413.4] The optimism engendered by our initial victory appears to have been misplaced. Since my last entry, we have ascertained that the Alpha Legion's command function was spread into numerous groups, and the loss of one apparently had minimal impact on their operational abilities – even though it was Alpharius who fell. What is more, our deep strike and the target's subsequent retreat has drawn our force well out of position, far from support. It has become clear that far from hunting out demoralized pockets of traitors, we were facing a superbly organized foe who is closing in on us from all sides. [END ENTRY]

[0413.9] We have sighted our Thunderhawk gunships overhead engaged in fierce battles with those of the Alpha Legion. Both Legions have, of course, very similar numbers of Thunderhawks, so the aerial battle seems to be a stand-off and leaves no chance of an air evacuation. Meanwhile, the enemy has launched several hit-and-run attacks on our strike force and caused numerous casualties. Lord Guilliman has commenced a retreat out of the mountains to link up with the rest of our ground troops. [END ENTRY]

[0414.9] We are being harassed and ambushed every step of the way. Groups of Eskrador natives, apparently bribed or coerced into aiding the traitors, have triggered rock slides to block our path and delay us. Communications with the rest of our Legion have been sporadic – our Techmarines think our communicators are being jammed. However, some dialogue has been possible, and a relieving force comprising most of our remaining ground forces is pushing into the mountains towards us. However, that too has apparently been under attack, and supply vehicles have been sabotaged. [END ENTRY]

[0420.5] After 5 grim days of intermittent fighting, we sighted the distinctive blue armor of our Ultramarine brethren advancing down a valley towards us. However, having approached into range our "rescuers" opened fire. A contingent of the Alpha Legion scum had disguised its heraldry and armor in order to spring a trap. Are there no depths to which these heretics will not sink? The utter dishonor that our erstwhile brothers have shown left me stunned. More of the Alpha Legion appeared to our rear and initiated the biggest attack from our enemies so far. With mountains to either side, we had little option but to stand our ground and fight for our lives. Losses were heavy and might have been total, were it not for the timely arrival of the real rescuing force. The reinforcements were in little better shape than our own beleaguered strike force, but the extra numbers allowed us to force a way through and establish a more defensible front line. [END ENTRY]

The account goes on to describe how, in the next week, Guilliman attempted a number of counterattacks to regain the initiative, but the Alpha Legion seemed to have prior knowledge of their every move. Either the Alpha Legion was not where the augurs suggested, or it had carefully planned ambushes waiting for the loyalists. Finally, the Ultramarines evacuated the planet surface and used their ships to bombard the traitors from orbit. Guilliman is recorded as having said he had no interest in righteous battle against such a dishonorable foe and that the Ultramarines were needed back on Terra. However, it seems hard to dispute the fact that the Ultramarines were soundly beaten by the Alpha Legion, despite the loss of Alpharius. Certainly, the deep ravines of the mountain range would have provided plenty of cover from the bombardment.

Exile

The months and years that followed were a chaotic time of regrouping,

rebuilding, and retribution for the Imperium. When Imperial forces returned to Eskrador, there was no sign of the Alpha Legion (although the entire native populace was purged to eradicate any taint of Chaos). However, it is thought that the majority of the Legion did not flee into the Eye of Terror with the other rebels and instead remained within the Imperium. Numerous secret bases were already in existence, and the Legion fragmented in order to hide itself in the midst of its enemies. Small forces kept up frequent attacks on military targets, especially those weakened by the carnage of the Heresy, and became a major problem for those trying to rebuild the shattered Imperium. The location and destruction of these groups became a priority, and the Inquisition and remaining loyalist Legions devoted considerable resources to this end. The last pockets of Alpha Legion forces were declared eradicated in a proclamation by the High Lords of Terra in M.32, but subsequent attacks proved this decree to be premature. Similar declarations were made in M.33 and as recently as M.39.

Home World

Alpharius never revealed the planet of his origin, and even the general area of

THE DAETHRYU PLAGUE

On the agri-world Daethryu Prime in 255.M41, there was a sudden plague of Crixian Locusts, a species not usually found anywhere in the sector. They thrived in the warm climate of the planet, multiplied exponentially, decimated food crops, and caused widespread famine. There was a surge of anger and unrest among the populace directed at the authorities who appeared to be powerless to deal with the infestation. In a single week, riots broke out in every large population center, and much of the local army mutinied. A regiment of Mordian Iron Guard was dispatched to quell the uprising, but they were ambushed and all but destroyed as they disembarked from their transports by a force of Chaos Space Marines hidden around the spaceport. The complete loss of food exports from Daethryu caused major supply problems in the subsector over the following years and resulted in further unrest on other worlds, which hindered Imperial forces during subsequent Chaos incursions into the Segmentum Pacificus. Opinion is strongly divided as to how much of this disorder could have been orchestrated and how much was mere coincidence. However, it seems certain that the Alpha Legion was involved at some level.

his discovery is now lost to legend. His Legion never took a single world as their base and instead operated from various secret locations throughout the Imperium. Many of these bases have been uncovered and destroyed over the millennia following the Heresy, although often these outposts were deserted by the time they were found.

Combat Doctrine

Alpharius's doctrine was to attack the enemy in as many different ways as possible, all at the same time. How this axiom manifested in practice varied depending on the scale and location of the conflict. Tactics confirmed as having been employed by the Alpha Legion include flank attacks, tunneling to undermine or bypass defenses, teleportation or air drops behind enemy lines, diversionary attacks, infiltration, disguising troops and vehicles in enemy colors, disabling enemy transportation (both vehicles and routes), sabotage of fuel and ammunition dumps, poisoning of water and food supplies, atmospheric and ecological tampering, triggering of volcanic, seismic and tectonic activity, bribery and coercion of enemy troops (including officers) and Imperial officials,

enlisting enemy forces, impersonation of Imperial officers, distribution of propaganda to incite unrest and rebellion, organization of civilian riots and other anti-Imperial activity, sponsorship and supply of heretical cultist groups, and alliance with anti-Imperial military forces including other Traitor Legions and aliens. Generally, a number of these tactics will be employed in careful coordination, often resulting in labyrinthine secret plots.

It has been noted that due to its use of completely unorthodox tactics, the Alpha Legion is able to deploy smaller forces than might otherwise be necessary. Combat is regarded as only one part of their overall strategy.

Organization

Very little is known about the internal organization of the Alpha Legion. Alpharius placed a high value on secrecy, even before the Legion turned traitor, and captured Legionnaires have revealed little under interrogation. On occasions, there have been successful assassinations of members of the Legion thought to be high ranking officers, but their removal has had little visible effect on the Legion's operations.

The Legion's symbol, the hydra, is a multi-headed mythical beast that could

keep fighting even if one of its heads was cut off. This legend reflects the Alpha Legion's command structure as well as its doctrine of multiple attacks.

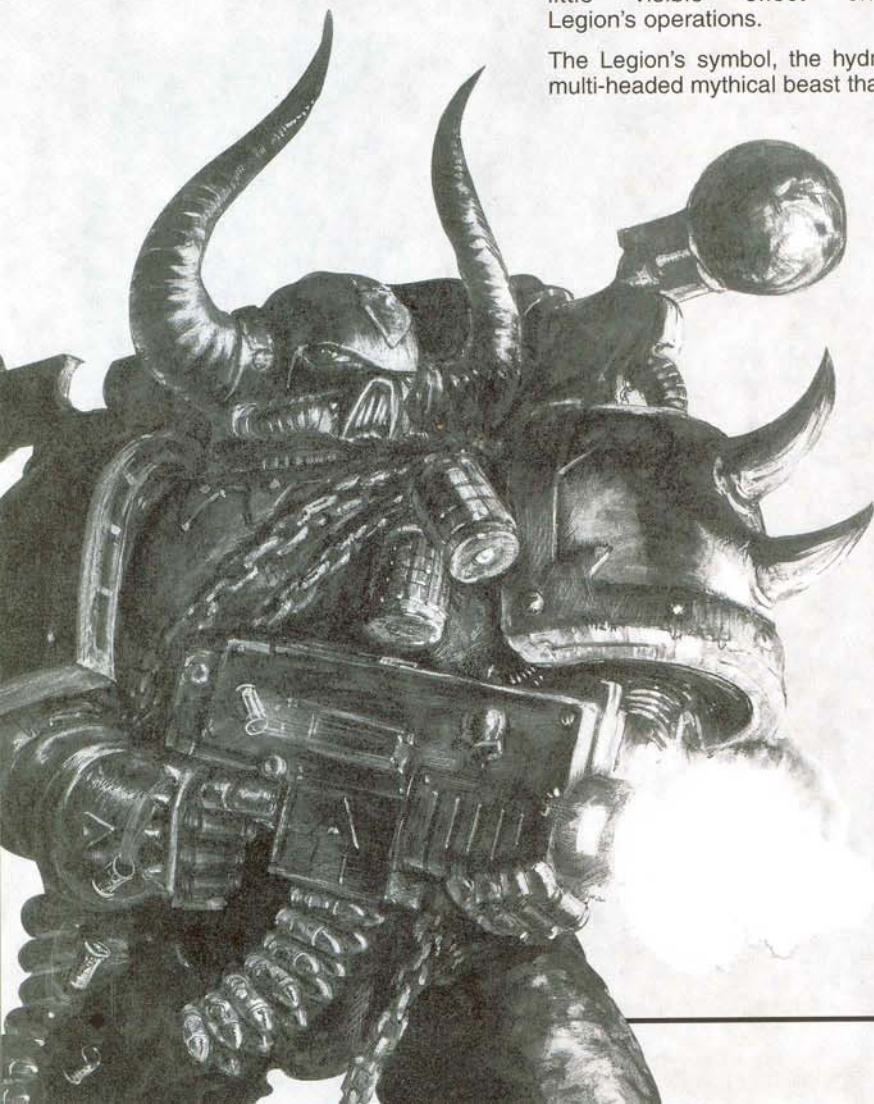
They know where you are. They know your every strength and weakness. They prepare for your actions before you even conceive of them. How can you ever hope to stop them?

- Extract from interrogation transcript
[Subject: citizen 09.443.781.122illtorV.
Suspected member of subversive group.
Posthumously convicted 3154137.M41].

It is known that the Legion recruits, supplies, and organizes hundreds of cultist cells on Imperial worlds. These groups are not all crazed devotees of the Chaos Gods and insane Daemon-worshippers (although there are plenty of those). They are also highly organized, trained, and motivated groups who work to subvert the authorities, produce and spread propaganda, and, when called upon, undertake military action – usually in the form of bombings, sabotage, and riots. Such actions will generally form part of a larger Alpha Legion plan, e.g., to lure Imperial forces to a particular place by organizing a civil disturbance or to prevent the arrival of reinforcements by blowing up a bridge.

The question then arises; how does the Alpha Legion coordinate all its activities and communicate with these disparate cells? Inquisitor Kravin is not the only one to have claimed that the Alpha Legion achieves its communication through the use of so-called "operatives." These figures are apparently human, but may have undergone limited Space Marine psychohypnotic indoctrination to make them utterly loyal to the Legion and possibly even the implantation of some of the Adeptus Astartes organs (cf. Inq. post mortem file 27884710b). According to the claim, these operatives are the link between the cultist cells, travel about with impunity where a Space Marine would quickly draw attention, set up new groups, guide their agendas, and bring them instructions. During protracted campaigns, operatives may pose as enemy soldiers and gather intelligence or sabotage the enemy army. The existence of these operatives has not been proved, but few other explanations have been put forward.

While it is not officially acknowledged by the Adeptus of Terra, the Alpha Legion clearly remains a canker within the very heart of the Imperium.



Beliefs

Alpharius believed in planning and coordination. He always sought alternatives and multiple solutions to any given problem with different elements working together for the end result. These doctrines have been thoroughly embraced by the Legion as a whole and have proved effective, especially in the disparate and secretive way it now operates.

All Space Marine Legions set arduous tasks and trials for potential recruits, but prior to the Heresy, the Alpha Legion set these initiation tests for squads, not individuals. Squads had to succeed as a group or not at all – foolhardy heroics were frowned upon. The overall plan was paramount and more valuable than any one Space Marine. It is not known whether this practice is still carried out.

Gene-Seed

While the Alpha Legion does not reside in the Eye of Terror and therefore is not plagued by the warping effects of that maelstrom of insanity, there is still evidence of mutation in the gene-seed. If such a problem existed prior to the Heresy, it was kept concealed. Given the Legion's predilection for secrecy, that would not be surprising. During the

THE IKRILLA CONCLAVE

It has never been established if members of the Alpha Legion exhibit the same unnatural longevity as other Chaos Space Marines, who can apparently live for many thousands of years. This phenomenon is generally attributed to the Traitor Legions' existence in the Eye of Terror, where the laws of time and space do not apply. Thus, it would follow that the Alpha Legion should not be affected. However, if Alpha Legion Space Marines have more normal life spans, then one must ask how losses are replaced. In his address to the Ikrilla Conclave, an impassioned Inquisitor Kravin warned, "The only possible answer is that new Chaos Space Marines are being recruited and genetically modified somewhere within the Imperium. Yet Terra refuses to acknowledge there is even a serious threat! They are all around us – just look over your shoulder! Perhaps when you are attacked in your own cities, and murdered in your own homes, then you will see I am right."

Shortly after the conclave, Inquisitor Girreux publicly accused Kravin of consorting with traitors and conspiring to organize cultist uprisings on the worlds of Kartha IV, Kartha V, and Archos II in the Korren subsector (cf. Inq. file 7083662f/M.41). Girreux challenged Kravin to appear for trial and face the evidence against him. However, Kravin's current whereabouts are unknown. Of course, this development has called into question the reliability of all Inquisitor Kravin's research, and as he was the leading scholar on the Alpha Legion's history and current activities, much of what was known about the traitors must now be considered a lie. If, as Girreux claims, Kravin has been compromised by those very traitors he sought to investigate, then everything he has said must be considered misinformation and propaganda invented by the Alpha Legion.

Lethe Ambush (cf. Gothic War Inq. file 237xii), mutated Alpha Legion Space Marines hid their warped body parts, not out of shame, but so they could reveal them as they attacked – adding horror and revulsion to the shock of their sudden assault.

Battle-Cry

Imperialistic cries of "For the Emperor!" and other similar cries are deliberately calculated to mock and infuriate foes who recognize them as traitors. Any of their victims who don't know the difference between an Imperial Space Marine and a Chaos Space Marine will simply think they have been betrayed.

USING AN ALPHA LEGION ARMY IN WARHAMMER 40,000

An Alpha Legion force can be chosen from *Codex: Chaos Space Marines* with the following modifications.

Many Alpha Legion operations are planned to encourage and support cultist activity. The Alpha Legion may therefore make use of the Cultist army list entry below as a Troops selection on the force organization chart.

Chaos Cultists

Alpha-Legion-supported cults are trained to assault and secure key objectives to ensure that subsequent attacks by the Legion achieve complete surprise. Cultists are skilled combatants who combine stealth with close combat. Heavy weapons would slow them down so they are equipped with assault weaponry.

Daemons: The Alpha Legion cannot normally rely on Daemons remaining stable long enough for them to be useful, because they are so far from the Eye of Terror. However, when operating on a world where the Legion has secured the belief of Chaos cults, it will gladly add Daemons to the diversity of its attacks. As such, the Alpha Legion may include Daemon Packs, but only Cultist units may carry the Icons to summon them. Cultists may use Daemon Princes and Possessed Chaos Space Marines.

Infiltrators: Alpha Legionnaires can only bear the Mark of Chaos Undivided, and their veterans are renowned for their infiltration skills. Any Alpha Legion Chaos Space Marine in power armor (or Daemon armor) on foot may have the *Infiltrate* Veteran ability at a cost of +5 points for independent characters or +1 point per other model. The *Infiltrate* Veteran ability does not count toward their maximum number of Veteran abilities.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	6	3	3	3	3	1	3	1	7	6+
Cult Champion	+5	3	3	3	3	1	3	2	8	6+

Number/squad: A Chaos Cult consists of between 10 and 20 Chaos Cultists.

Weapons: Each model has a close combat weapon and either a laspistol or an autopistol.

Options: The entire squad may be armed with frag grenades for +1 point per model, and/or Krak grenades for +1 point per model, and/or meltabombs for +2 points per model.

A Chaos Cult may bear the Mark of Chaos Undivided for +1 point per model. If the Cult bears the Mark, then one member can carry a Chaos Icon at no additional cost.

Character: The Cult may be led by a Cult Champion for +5 points. The Cult Champion has access to the Chaos Armory. He may have up to 10 points of items from the Weapons list.

SPECIAL RULES

A unit of Chaos Cultists serving the Alpha Legion must have one of the following Veteran abilities:

- Scouts – *Infiltrate* and *Move Through Cover*.
- Assassins – *Infiltrate* and *Furious Charge*.
- Saboteurs – *Infiltrate* and *Siege Specialists*.

There is no further points cost for these skills. See the Veteran Abilities special rules on p. 19 of *Codex: Chaos Space Marines* for more details on how the abilities work.

In this month's *White Dwarf*, we're unleashing two Space Marine special characters. The rules for both the Emperor's Champion and Captain Cortez of the Crimson Fists can be found in *Codex: Space Marines*.

FISTS OF THE EMPEROR

The Emperor's Champion and Captain Cortez

It's been my privilege to fight side by side with Captain Cortez since the Battle of Steel Cross back in eight-five-three. In that time, I've seen him surpass virtually everything the Apothecariate taught me about the augmented physiology of the Adeptus Astartes. To my knowledge, only two of the small bones in his right foot are

still intact. The rest of his skeleton has been shattered at one time or another, and most of his body is covered with a thick layer of scar tissue. I've seen him lead a charge into a breach with a broken back, fight for 6 weeks without food or water, and rouse his men for one last desperate push with four-fifths of his lifeblood pooled around his feet. There's something

else there, something keeping him alive when logic dictates that he should have died long ago. I can only conclude the Emperor has him marked for a grand fate indeed.

— Apothecary Ruillus of the
Crimson Fists Fourth Battle Company



Captain Cortez,
designed by Colin Dixon.



The Emperor's
Champion,
designed by
Juan Diaz.



Captain Cortez leads a Crimson Fist Veteran squad into combat against the foul Orks.



The Emperor's Champion cuts down the traitors in the depths of Orbital Hive 72.

The boarding torpedo slammed into the outer hull of Orbital Hive 72 and violently jolted the Black Templars Assault squad strapped in its confined interior. Magnetic bolts clamped into place, securing the craft to the Hive's titanium alloy shell. The sound of whining servos was followed by the roar of focused melta beams reducing the insertion point to lava-like slag, which cooled quickly as drops of metal spun off into space.

The Emperor's Champion, Brother Bethuel, concluded the final verse of the Rite of Detestation and released his harness as the assault ramp dropped. With a cry of, "Progenitor, Imperator!" Bethuel led the Assault squad charging through the still glowing rent in the Orbital Hive's meter-thick metal skin.

Traitor Guardsmen, followers of the apostate Techno-Magus Ark Hieron charged into the chamber, as ancient automated systems stabilized the air pressure. In seconds, the Black Templars closed on their enemies, and the close confines of the compartment reduced the confrontation to a savage clash of screeching chainswords and slamming lasgun butts. The ill-disciplined traitors stood little chance against the righteous fury of the Black Templars, who had elevated swordplay to an art form few could match.

Bethuel wrenched the Black Sword from the still twitching body of a man he had run through moments before and addressed the squad.

"Brothers, I have word from Marshall Wilhelm. Hieron has been sighted at the central grav-sync, and we are granted the honor of confronting him."

Orbital Hive 72 echoed to the sounds of the Black Templars' boarding squads penetrating deep into its interior. The vox-net was alive with clipped, efficient progress reports, as squad leaders updated nearby units of their position and status.

Near the grav-syncs that held the gargantuan orbital structure in a stable orbit above the gas giant Porphyr III, red emergency lighting cast a hellish pall across running battles fought between Black Templars squads and desperate traitors. Bethuel engaged a group of defenders, as they sought to overwhelm his small force by sheer weight of numbers. The words of his Chapter's battle hymns filled the cramped access ways with ferocious piety.

The traitors fought with a frenzied desperation that belied the blank expressions on their faces. The Emperor's Champion cut them down in swathes, every lunge and riposte a formalized expression of righteous, yet controlled hatred. As more traitors filled the corridor, Bethuel came to the realization that they were seeking not to assault the Black Templars but to bypass them. As the last traitor fell, it dawned upon him that a keening alarm call was sounding from the baroque vox-horns set within the bulkheads. So deeply was he engrossed in the act of dispensing the Emperor's divine justice that he had failed to register the din. Inwardly, he resolved to spend an entire day in penance for his lapse.

Reaching the massive blast door through which the grav-syncs were located, Bethuel turned to address his men, emergency lighting lending his noble countenance a sinister aspect. "Brothers,

the enemy awaits. Let none falter in his duty to the Golden Throne. Templars, with me!"

The blast door ground aside on ancient pistons, and the charging Black Templars were met with a scene that could have been conjured only by a heretic twisted beyond sanity. Lining the walls of the massive chamber were Servitors whose eyes had been replaced by grasping mechadendrites that snaked around the Servitors' heads. Traitor Guardsmen advanced with a stiff-limbed, awkward shuffle, each man sporting an array of crudely implanted bionics.

But the figure at the center of the room was the only opponent Bethuel acknowledged. The Techno-Heretic Ark Hieron stood as tall as any of the Black Templars. A dark halo of mechadendrites flailed around his cowed head while each arm bristled with implanted weaponry.

Hieron stood before a vast view port crafted in the form of the cogwheel icon of the Adeptus Mechanicus. The entire aperture was filled with the livid violet surface of the world below.

With grim realization, Bethuel saw that the Techno-Heretic had disabled the grav-syncs, and even now Orbital Hive 72 was plummeting to a fiery demise and would burn up in the atmosphere of Porphyr III.

Stepping forward to do battle as the Hive's death throes began, the Emperor's Champion gave his final order to his brethren. "Go brothers. Evacuate the Hive; this heretic is mine."

This month, we revisit a classic Warhammer 40,000 scenario: **Carnage**. This four-player scenario always encourages a bit of behind-the-scenes plotting and a lot of well timed back stabbing!

CARNAGE!

WARHAMMER 40,000 BATTLE REPORT

Back in *WD 251*, we featured a four-player battle report that went by the title of *The Battle for Techuan's Key*. This battle report was one of the most popular ever published in *White Dwarf*, and the scenario was published in the *Chapter Approved* compilation. When we sat down to plan this month's battle report, we decided that it was about time to give the four-player Carnage scenario another go. If you want to play it yourselves, you can find the scenario on our web site at:

www.games-workshop.com/carnage

To make things even more interesting, we decided to choose four very different armies. Phil Kelly was convinced to play again and brought along his newly painted Tyranid army. *White Dwarf's* very own Matt Hutson was eager to repeat his success in the last Carnage battle report and joined in with his Word Bearers Chaos Space Marine army. The web team's Owen Rees, flush from his success against the Necrons in *WD 271*, deployed his Dark Angels, and GW illustrator Alex Boyd mustered his horde of Orks.



With the armies deployed, it was time to begin.

It's going to be a bloody encounter as the four armies converge on the central objective. Some of the highlights of scenarios like this one are the underhanded deals and back-stabbing that usually go on, and these players

won't disappoint! The Carnage scenario also has a random game length; thus, there is no way of knowing when the game will actually end.

The title fight has begun. Gentlemen, take your corners...



THE ENEMY OF MY ENEMY IS MY FRIEND



Matt Hutson

Matt's converted Chaos Lord, Rhar'zut the Dark Apostle.



Matt: Disgraceful, dishonorable, and downright sneaky! These are the words I would use to describe a battle-winning strategy for this mission!

After playing in the previous Carnage battle report, I've got a pretty good idea of how to win it. The main thing I learned was to get as much of my force as possible onto the objective. The best way to do so is to ally with as many opponents as possible early on so that you can hopefully get to the

objective with your force intact. When the time's right, stab them in the back (before they have a chance to stab you in the back, of course). I also have to be careful not to reach the objective too early, or I might find myself being fired upon by 3,000 points of enemy models (not a good thing). The best thing to do is to reach the objective just after everyone else has and then mop up any survivors.

The mission usually boils down to a big scrap on the objective; thus, the force I have chosen emphasizes close combat troops. I've taken a Slaaneshi Keeper of Secrets, mainly because I expect to be up against Hive Tyrants, Carnifexes, Killer Kans, and Dreadnoughts. His psychic power Wind of Chaos will also be the perfect weapon against those pesky Dark Angels. With my Word Bearers force, I can take a mix of different Daemons. Thus, for some punch in close combat, I've taken a unit of Khorne Bloodletters. Their awesome Hellblades should be powerful enough to deal with most opponents. I knew that Owen would be taking quite a lot of firepower; hopefully, he would deal with anything too nasty (hopefully not me). With Owen's forces in mind, I chose a Chaos Dreadnought armed with a havoc launcher as my only firepower support. This awesome weapon fires two frag missiles a turn (four if the Dreadnought suffers from *Fire Frenzy*) and is perfect for killing hordes of Orks and 'Nids. The rest of my army would be used to ensure that these things got to the objective.

Dark Apostle Rhar'zut hefted his accursed crozius, his mouth twisting into a smile beneath the respirator. His hand gripped the haft, and he thrilled to the pulses of dark energy emitted from the unholy weapon. Before him stood his bodyguard of Word Bearers, a handful of the faithful backed by only the twisted form of a growling Chaos Dreadnought. Or so it would seem to the ignorant. Rhar'zut had spent many long nights upon his altar of Chaos. He knew from experience that it took only simple slaughter to attract the blood Daemons, but the pact he had forged with the Keeper of Secrets was far more complex. Raising his Daemon weapon, he began the incantations of hatred, and his booming voice resonated through the clearing.

"Bearers of the True Word, we spread the creed of Chaos with violence and fear!"

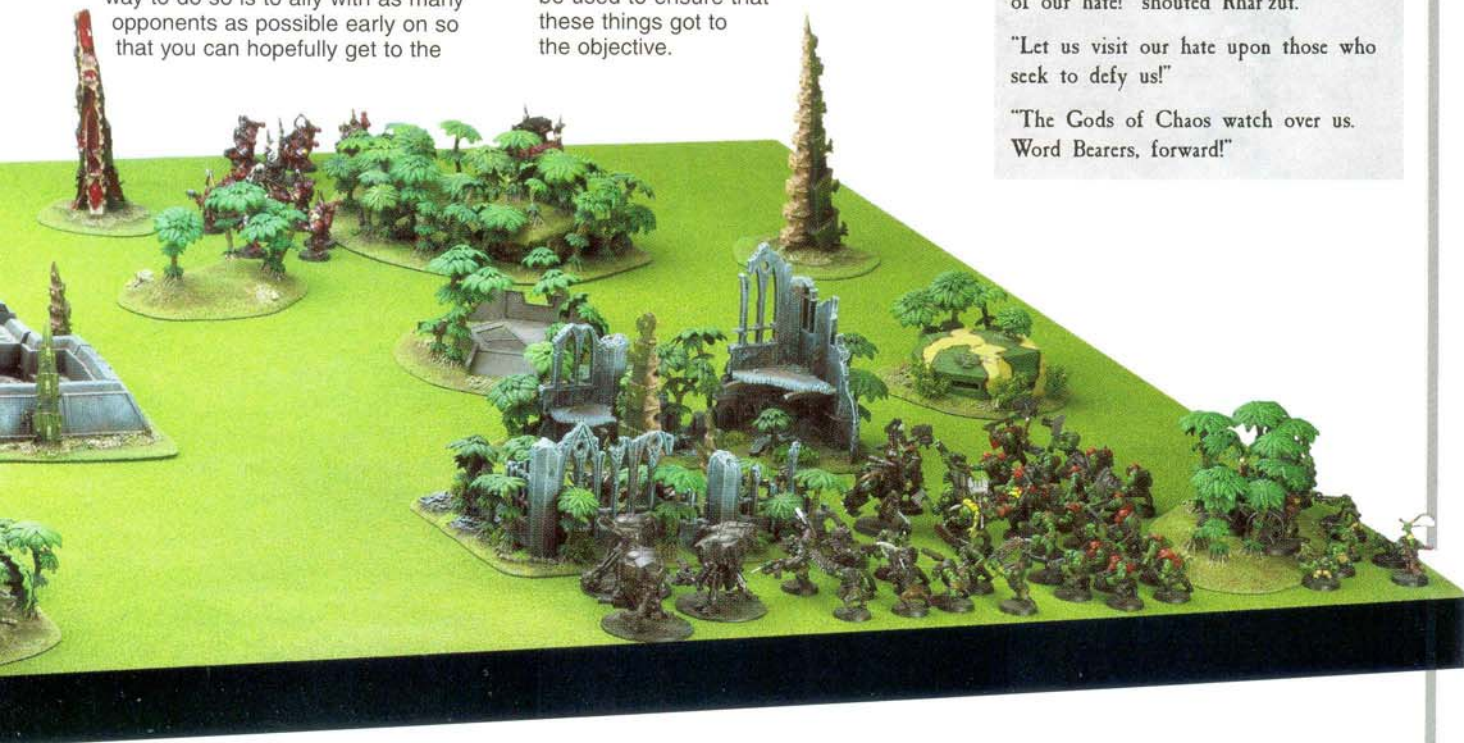
The assembled Word Bearers raised their harsh voices together in a rasping roar.

"Each death magnifies the glory of Chaos! Each drop of blood spilled is sacred!"

"We are like the Daemon in the purity of our hate!" shouted Rhar'zut.

"Let us visit our hate upon those who seek to defy us!"

"The Gods of Chaos watch over us. Word Bearers, forward!"



CRUNCH TIME

At the top of the food chain, the Hive Tyrant in Phil Kelly's army will be a force to contend with.



Phil: I know this mission pretty well by now. Not only have I played it a few times, but I was the guy who wrote it up in the first place! This scenario is not narrative-driven by any means. It was designed for times when you have some friends around and fancy a bit of carnage.

This time, I was using elements from my Tyranid army instead of my usual Eldar. Dodgier ground for me, as I'm still finding my feet with the 'Nids. However, the game should be great fun, given that all armies would be converging on a central point. At first, I was tempted to take a Lictor or three and stick 'em on the objective to pounce on any poor fools that stepped up to claim it. However, on reflection, I decided that

stratagem would be unsportsmanlike and give me an unfair advantage against the other lads. The force was headed up by a Hive Tyrant with a venom cannon (the only gun in the force!) who would be marching at the front of the

column with a Tyrant Guard and a Carnifex by his side. I had the model for Old One Eye, but I would have felt a bit cheesy taking this monstrosity, so I decided to treat him as a normal Carnifex. The only concession towards tailoring my beasts to the mission was to customize my Hormagaunts (S3) into Pyrogaunts (S4), as I've found that toxin sacs make all the difference to the little fellas' effectiveness. A couple of squads of these would be excellent at tying up the enemy spearheads on my flanks long enough for my Tyranid monstrous

Less than a mile away, the forest rustled as a chitinous swarm of Tyranids advanced. The first rays of the rising sun glinted from score upon score of glittering carapaces. Behind them, the trees shook as a massive Carnifex stomped forward, its crouching gait belying the speed with which it could close on its prey. Broods of Pyrogaunts scuttled around the legs of a towering Hive Tyrant. The behemoth's maw drooled thin strands of acid, and the great beast emitted the imperative for the swarm to advance. The scent of prey was on the wind.

It was time to feed.

creatures to get into position. I decided to accompany each of these squads with a Ravener to give them a bit more punch. A squad of infiltrating Genestealers to accompany the big lads was added to my force, as I felt sure they could deal with any marauding Word Bearers or Dark Angels contesting the objective. Finally, a couple of Zoanthropes rounded off the list. I'd just painted them and was pleased with the Rorschach ink blot effect on their carapaces. Plus, their Warp Blast psychic power was ideal for taking down any Space Marines or even Dreadnoughts that got too close. With all the bases covered, what could possibly go wrong?

GET STUCK IN!

Alex Boyd's Ork Warlord Gazbag loves nothing more than killing warriors clad in power armor.



Alex: Four armies colliding in the center of the board in a huge messy bloodbath of chainswords, claws, and of course, choppas rising and falling in bloody gore? This is gonna be great!

Last time I played this scenario, I was beside Phil and spent the whole game trading blows with his Tyranids and ignoring the objective completely. I'll have to be a bit more focused this time. The first one to the objective always gets shot to pieces; thus, the aim is to arrive at the correct time and to make a decisive assault just before the game ends; sounds easy, but everyone else is trying to do the same.

I intend to field a completely foot-based army, march everything steadily forwards towards the objective (a novel Ork approach), and aim to arrive around Turn 4 en masse and swamp everything there.

My core force comprises a mega-armored Warboss with a retinue of Nobz, a large unit of Slugga Boyz (because choppas against Space Marines are always worthwhile), and a unit of Tankbustas with four rokket launchas to deal with any large beasties or vehicles that get too close. In addition, Killer Kans and Cyborks

Great Warlord Gazbag glared at the noisy rabble before him. His boyz checked their weapons and occasionally headbutted each other to psyche themselves up for the coming fight. The primal war chant emanating from the assembled mobs was deafening. He felt a small surge of pride as he took in the three smoke-belching Killer Kans clanking toward him through the milling squads of Orks. The Orks were thirsty for the kill – any more waiting and they'd be off regardless of his wishes, and he'd have to resort to busting heads. Gazbag gave the only command the boyz would listen to over the cacophony of battle lust.

"Get 'em, ladz!" bellowed Gazbag, and the throng pushed forward.

always scare people, and just for Phil, I'm adding a battery of Lobbas, as they're great against Genestealers and Hormagaunts, but I doubt they'll be much use against Space Marines; that's what the choppas are for.

ANGELS' WRATH



Owen Rees's
Interrogator
Chaplain
Ezra leads
the attack.



Owen: When I found out about this game, I relished the challenge of unleashing the tactically superb Dark Angels against such stern opponents, especially three of them!

I knew straight away that the armies I really needed to worry about were the Orks and Tyranids. Their vast hordes and superb close combat troops ruled out an early stab at the objective. Their cannon fodder troops could also easily tie up any advancing units indefinitely. However, I also needed to be able to deal with Matt's Chaos Space Marines.

With these concerns in mind, I wanted a force that could lay down a withering hail of fire against my enemies' basic troops during Turns 1 and 2 and an objective-grabbing assault force that could deal with the bigger "gribbles" in the closing stages of the game.

I decided to choose two groups of troops. The first group was the thinning contingent and consisted of a Vindicator, a Whirlwind, and two small Tactical Squads armed with plasma

cannons. Their job was to hang back and pound anything on the objective or anything that was getting too close for comfort. I just couldn't resist including a Vindicator. The thought of unleashing S10 ordnance every turn was just too good to miss. I knew, however, these troops wouldn't be capturing the objective; that's where the next group came in...

Group two consisted of a Command Squad and two Dreadnoughts. The Command Squad was equipped with plasma weapons, which, when combined with the Standard of Fortitude, would be lethal (especially against Chaos Space Marines) when the squad closed with the enemy. I also had an Interrogator Chaplain in this squad to add some close combat muscle. The Dreadnoughts were armed with assault cannons and power fists to spray down any marauding hordes and kill any large monsters they came into contact with.

So, to recap: keep my distance, pound any large groups of troops, and then wade in at the last minute to snatch the objective. If I could turn the enemy against themselves as well, then so much the better. Let the carnage begin!



This battle report is not the first time Owen has been featured in *White Dwarf*. We found this picture of our budding general way back in *White Dwarf* 180 when he was just 14.

Interrogator Chaplain Ezra marched toward the reaction force of Dark Angels assembled before him. The ground trembled beneath the thunderous tread of the pair of mighty Dreadnoughts on either side of him. Emarziel and Daniel were more than just potent weapons of war, and Ezra had spent the hours before dawn in a council of war with them. At the back of the reaction force, Techmarine Aliad was blessing the machine spirits of the Vindicator, and Brother Dacharias was unfurling the Standard of Fortitude. The holy banner waved and snapped in the strong wind racing through the clearing. Striding forward, Ezra signaled for them to join the rest of his command group and raised his arms as the Dark Angels knelt in prayer.

"Mortis Angelis, heed my words, for we stand under the gaze of the Emperor himself."

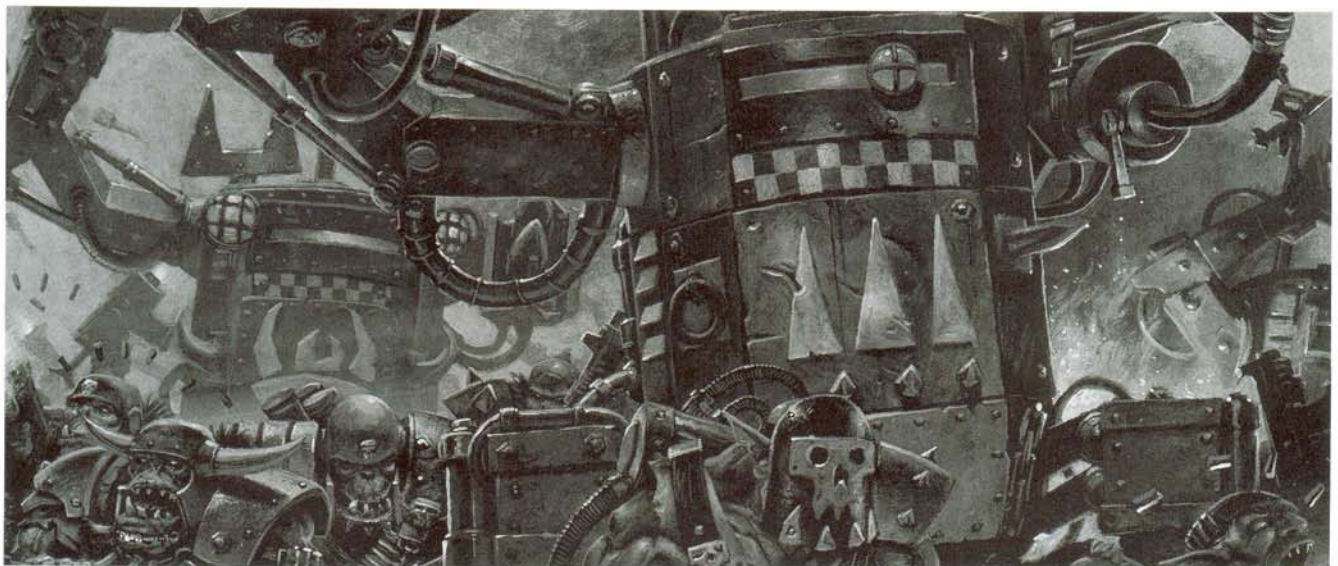
The voices of the assembled Space Marines answered their Chaplain in unison.

"We stand on the threshold of death, yet we do not falter."

"Avenging warriors, we are beset on all sides by the alien and the heretic," intoned Ezra.

"With bolter and chainsword, we will cleanse their taint."

"Only in death does duty end. Dark Angels, advance!"



DISCIPLES OF CHAOS



HQ

Rhar'zut, Dark Apostle of Chaos

Chaos Lord with plasma pistol, frag grenades, accursed crozius, Demagogue, and Mark of Chaos Undivided.

141 pts



Ha'dkhuf!

Keeper of Secrets with Wind of Chaos.

160 pts



Troops

Squad Nemesis

7 Chaos Space Marines: 1 Aspiring Champion with power fist and plasma pistol, 4 with bolters, 1 with plasma gun, and 1 with flamer. All have Mark of Chaos Undivided.

159 pts



Squad Drexlar

7 Chaos Space Marines: 1 Aspiring Champion with close combat weapon, bolt pistol, and daemonic chains, 4 with bolters, 1 with plasma gun, and 1 with flamer. All have Mark of Chaos Undivided.

154 pts



Daemon Pack

5 Bloodletters of Khorne.

130 pts



FastAttack

Daemonic Beasts

5 Flesh Hounds of Khorne.

105 pts



Heavy Support

Koraxis the Furious

1 Chaos Dreadnought with twin-linked heavy bolters, heavy flamer, smoke launchers, extra armor, and havoc launcher.

150 pts

Total

999 pts



HIVE FLEET JORMUNGANDR



HQ

Hive Tyrant

Scything talons, venom cannon, warp field, flesh hooks, and implant attack.

173 pts



Tyrant Guard

Lash whips, rending claws, and flesh hooks.

45 pts



Troops

13 Pyrogaunts

Leaping, adrenal glands, scything talons, and toxin sacs. 156 pts



13 Pyrogaunts

Leaping, adrenal glands, scything talons, and toxin sacs. 156 pts



9 Genestealers

144 pts



FastAttack

2 Ravens

Rending claws and scything talons.

90 pts



Heavy Support

Carnifex

2 Scything talons, flesh hooks, and extended carapace.

118 pts



2 Zoanthropes

Warp Blast.

118 pts

Total

1,000pts



GAZBAG'S WARBAND

HQ

Warboss Gazbag

Mega armor, kombi weapon:
shoota/skorcha, and iron gob. 104 pts



Gazbag's Boyz

5 Nobz, 1 'uge choppa, 1 big shoota, 4
sluggas, 4 choppas, and frag
stikkbombz. 139 pts

Painboy Urtystuf

Power claw, slugga, and
Cybork body 61 pts



Urtystuf's Cyborks

9 Cyborks with sluggas and choppas. 117 pts



Troops

Da Choppa Boyz

17 Slugga Boyz; Nob Skumgrod with
'uge choppa and iron gob. 180 pts



Da Busta Boyz

9 Tankbustas, 3 rokkits; Nob
Nargrim with iron gob and
rokket launcha. 145 pts



Heavy Support

Da Kans Boyz

3 Killer Kans, extra armor, 1 big shoota,
1 skorcha, and 1 rokket launcha. 150 pts

Da Gunz Battery

3 Lobbas, Slaver, and Squighound. 104 pts

Total

1,000 pts



REACTION FORCE ANGELS' WRATH

HQ

Interrogator Chaplain Ezra

Master-crafted crozius arcanum, close combat weapon, and frag grenades. 97 pts

Command Squad Ezra

6 Space Marines with plasma gun; Apothecary, Techmarine, and Standard Bearer with plasma/bolter combi weapons; Standard of Fortitude; Veteran Sergeant with power weapon and frag grenade. 262 pts

Elites

Dreadnought Emarziel

Assault cannon, extra armor, and heavy flamer. 120 pts

Dreadnought Damiel

Assault cannon and extra armor. 110 pts

Troops

Tactical Squad Revenge

6 Space Marines with 1 plasma cannon and 1 plasma gun. 111 pts

Tactical Squad Reprisal

6 Space Marines with 1 plasma cannon. 105 pts

Heavy Support

Vindicator Repentance

Hull-mounted demolisher cannon and storm bolter. 120 pts

Whirlwind

Turret-mounted multiple missile launcher. 75 pts

Total 1,000 pts





WORD BEARERS TURN 1

Matt: With my Daemons not yet available, there wasn't much of my force on the table to move. I started the game with the *Fire Frenzy* roll for my Chaos Dreadnought, which turned out to be a 6. Unfortunately, he couldn't see any enemy units, and luckily, he couldn't see any of my units either as there was a jungle in the way. Koraxis the Furious had obviously seen something in the trees. It did mean he couldn't move though, which meant that he had 1 less turn to reach the objective. With my Chaos Dreadnought living up to his name, I advanced Squads Nemesis and Drexlar, led by Rhar'zut, towards the objective building.

The *Night Fight* rules for Turn 1 didn't prove to be any problem, as none of my units were in range anyway!

ORKS TURN 1

Alex: I see a flaw in my plan. With a desperate groan, Gazbag's mega armor seized up, and he staggered a mighty 2" forward. At this rate, he'll heroically arrive at the objective around Turn 12. I shouldn't have scrimped on the mega boosta (idiot).

Ignoring his curses, the rest of the Boyz were off towards the objective. The Slugga Boyz angled towards Matt's Word Bearers on my right flank, and the Killer Kans and Cyborks head towards Owen's Dark Angels on my left flank.

The only things I could fire in the Shooting Phase were my Lobbas. For the lack of a softer target (Phil was diagonally opposite me) I fired at Owen's Command Squad (someone said they were expensive) and killed three of them. To add insult to injury, a stray shell blew out the back of his Vindicator. I felt sorry for him, but I know there'll be reprisals.

So far so good.

DARK ANGELS TURN 1

Owen: Curses! My Vindicator was dead along with three Space Marines from Command Squad Ezra. A bad start to the game for sure. A couple more turns like that and I wouldn't have an army to play with. I decided to stick to my plan and separate my troops a bit to stop future bombardments doing quite as well.

I started by moving the Command Squad into the dense woodland separating Alex and me. From here, they would be ready to make a move on the objective. I also moved Daniel and Emarziel up into the gap between the trees and the Tyranid spore chimney. Next, I moved Tactical Squads Revenge and Reprisal into better firing positions, since Phil had hidden most of his Tyranids.

My Shooting Phase began with firing the Whirlwind at the Ork Slugga Boyz. Alas, it scattered a massive 12" thanks to the *Night Fight* rules. Funnily enough though, I struck the Lobbas, the very unit that had caused so much damage to my army. Talk about divine retribution! The shot destroyed a Lobba, killed two Grots, and pinned the unit. Have some of that!

Lastly, I fired my Dreadnoughts at the

The Tyranid swarm breaks cover and moves forward as one.



nearest Zoanthrope, which simply shrugged off the assault cannon rounds with its warp field.

Not a bad turn overall. What happens next all depends on Phil. Hmm, interesting...

TYRANIDS TURN 1

Phil: After what seemed like an eternity of indecision as to where to place my Genestealers with their *Infiltrate* ability (trust me, it was a jungle out there), I had opted to keep my entire force tucked away in the large wooded areas in my deployment zones. It had paid off, as I had sustained no casualties thus far. I felt sure that this good fortune had a lot to do with Alex obliterating that nasty Vindicator and made a mental note to buy him a pint after the game.

The Tyranid monstrous creatures spearhead moved forward out of the wood toward the objective. I wanted them to get into the bunker's cover as soon as possible. It doesn't pay to dawdle with the big lads, as they move only a comparatively sluggish 6" a turn. The Genestealers crept along behind, hoping desperately no one would notice them in the shadow of their massive companions. The Zoanthropes moved forward to adopt better firing positions. I hoped to annoy Owen with the Zoanthropes so that he would concentrate his fire on them rather than on the monstrous creatures.

I had deployed one squad of Pyrogaunts and a Ravenor as far left as possible so that they could race over and grab the bunker between my troops and Matt's. The bunker could be both a staging point for a later push and a deterrent to the Word Bearers' advance.



One well placed shot was all it took to destroy the Vindicator.

A good *Fleet of Claw* roll for the Pyrogaunts helped; most of the 'Gaunts would enjoy a healthy 4+ cover save from any incoming fire. If Matt got too close, I'd throw the unit down the throat of his army and see how long it tied up his advance.

As the *Night Fighting* rule was in place for the 1st turn, my Shooting Phase was regrettably brief; even the lone Zoanthrope who could make out the Dark Angels on the other side of the board missed with its Warp Blast. Your move, creep...





WORD BEARERS TURN 2

Matt: With my force totally intact, I started the rolls for my Daemonic units. With a flurry of 4's, I summoned the Bloodletters from the Warp next to Squad Nemesis. On the opposite side of the battle line, the Flesh Hounds also made an appearance, right next to the icon of Squad Drexlar. After some procrastination, I decided to welcome the Keeper of Secrets. With some help from the daemonic chains,

Ha'dkhufi made an appearance and possessed the (un)fortunate Aspiring Champion of Squad Drexlar. Restraining himself this turn, Koraxis the Furious moved from behind the jungle and prepared to target the vast horde of Tyranids to the right. In anticipation of a Tyranid assault, Squad Nemesis moved forward into the jungle where they could support the rest of my force. The Bloodletters moved up behind them, and

although they would probably be in shooting range of Alex's Orks next turn, I was confident that their armor would be capable of shrugging off any shots that did manage to hit them. With the phrase "charge or be charged" ringing in my head, I moved the Flesh Hounds towards Phil's Pyrogaunts that were getting a bit too close for my liking. Accompanied by Rhar'zut, the now leaderless Squad Drexlar continued its advance towards the objective bunker.

Through a series of nods, winks, and secret hand signals, I'd decided with Owen to attack Phil. Although the Pyrogaunts would have been a better target, I just couldn't resist firing at the Genestealers. Koraxis the Furious started the proceedings. Hearing gasps of "How many templates?" I fired the havoc launcher and killed three of the Genestealers. Another three were gunned down by the heavy bolters. Only three of the deadly power-armor-munching beasts were left, much to the relief of Owen and myself. Realizing the threat that the closest Ravener posed, Squad Drexlar fired at it but failed to wound it.

With the shooting done, it was time for the first assault of the game. The Flesh Hounds charged the Pyrogaunts. As they were in cover, the Pyrogaunts struck first and killed three Flesh Hounds - not good! Biting back, three of the Pyrogaunts were torn apart, leaving the combat a draw. Losing the Moral High Ground roll, the Flesh Hounds were banished back to the

The hive mind directs the Pyrogaunts to assault the Chaos Horde



Warp after I failed my *Instability* check (the roll was at -5, so it wasn't a surprise).

The turn had finished poorly for me. The Flesh Hounds' loss meant that next turn the Pyrogaunts could charge my force. If only I could get Alex or Owen to fire at them beforehand...

ORKS TURN 2

Alex: Unbelievable! I think I was being optimistic about Gazbag reaching the objective by Turn 12, as this turn, he only moved 1"! He tripped on a tree trunk or slipped on a banana skin or something. I'm going to paint him red and put "go faster" stripes on him (or maybe pay 10 points for that mega boost). The rest of the Boyz marched on regardless, not waiting for him. Owen had fired his Whirlwind at my Slugga Boyz in the previous turn and missed them completely but destroyed a Lobba and pinned the rest; thus, in this turn, there was no firing at all.

With a wooded area between myself and Owen and with Matt focusing all of his attention on Phil, I felt I was in a good position for overrunning the objective as long as Gazbag got his act together.

DARK ANGELS TURN 2

Owen: Got away quite nicely without being targeted this turn (so far). Time to get down to business. Matt and Phil were duffing each other up. However, Phil was doing his classic tie-'em-up tactic on both



The Whirlwind finds a target truly worthy of its attention.

of us by sending in the 'Gaunts. So (with a knowing exchange of sneaky nods with Matt) I decided it was time to lend a hand.

I moved the Command Squad further away from the Killer Kans. The last thing I wanted was to be charged by those tin cans, so I stayed safely within the woods. The Dreadnoughts inched further forward to the starting lines (I didn't want to get Tankbusta'd too early).

My Shooting Phase began with the Whirlwind firing at the Tankbustas. The missiles were just about on target and killed two. Alex failed his pinning and mob size checks; those Tankbustas would be standing around next turn. As a bonus, the ordnance also stunned a Killer Kan. I was glad I brought the Whirlwind now!

Next up was my main firing line. Phil had placed the Zoanthropes tantalizingly close, but I decided to ignore them in favor of the bigger, more objective-threatening monster, the Hive Tyrant. The last thing I wanted was for both the Hive Tyrant and the Carnifex to end up together on the objective with a 4+ cover save.

Daniel opened up with his assault cannon and scored 1 Wound apiece on the Hive Tyrant and his bodyguard. Emarziel achieved nothing. The members of Squad Revenge fired their bolters and plasma cannon and inflicted another Wound on both and killed the Tyrant Guard outright.

The soldiers of Squad Reprisal fired their plasma cannon and plasma gun. Both hit, but tragically, one didn't wound, leaving the Hive Tyrant with 1 Wound and pretty much out of the game. Now, all I had to worry about now was two Zoanthropes, three Killer Kans, and a Carnifex!

TYRANIDS TURN 2

Phil: Bah! Not good at all. Owen sensibly ignored my Zoanthrope bait in favor of the really big trophies, and now my Hive Tyrant was seriously wounded. This misfortune could spell disaster for the 'Nids, and I cursed myself for not bringing another Synapse Creature. I was bold (or stupid) enough to hope that one Synapse

Creature with 4 Wounds, a 2+ save, and a bodyguard would be enough. It looked like my mistake was about to be made painfully clear. No way was I expecting so much plasma weaponry, and it seemed that Owen was intent on showing me what it could do. For the time being though, my force's lynch pin was still alive and scuttling into cover as quickly as it could. The Carnifex moved right up to the bunker and waited for its moment to barrel forward. No one else had really closed with the objective. If I were lucky and the game ended soon, I could win.

Matt's Flesh Hounds had put in such a dismal performance that my flanking force was free to counterattack on the left. Reasoning there was no place safer than combat and also that an early delay could cripple Matt's chances of getting to the objective, I sent the Pyrogaunts and Ravener bounding toward his lines.

Once more, my Shooting Phase was pretty dismal. The Tyrant's venom cannon and both the Zoanthropes' Warp Blasts missed their Dark Angel targets, and Owen's force emerged unscathed. I really couldn't afford this one-sided duel much longer and resolved to throw the other squad of Pyrogaunts toward him to keep him busy.

The Assault Phase was much more encouraging. The 12" assault move of the Pyrogaunts proved more than enough, and almost all of them got into combat with the Chaos Space Marines. The Pyrogaunts were determined to prove they meant business and killed one of the Word Bearers in return for no losses, and the Ravener did even better, slicing apart two more of the worshipers of the Dark Gods with its scything talons. The squad was *Fearless* due to the nearby Dark Apostle's Demagogue power; with this paragon of Chaotic ideals acting as cheerleader, the squad was going nowhere. Not a spectacular result, but one hell of a thorn in Matt's side and hopefully enough to distract him from the objective while the spearhead advanced.





Scatter, damn you! And some people call this work.

WORD BEARERS TURN 3

Matt: As I had expected, Phil had charged his Pyrogaunts into my force. If I could destroy them this turn, I could use the *Sweeping Advance* rule to get nearer to the objective and make the most of the situation. With this plan in mind, I moved the still behaving Chaos Dreadnought where it could fire at Phil's Tyranids and still assault the Pyrogaunts. Rhar'zut and the Ha'dkhuffl also moved into a position where they could assault. The rest of my force continued its advance.

The unholy partnership between Owen and myself continued (perhaps someone should tell him that my guys are CHAOS Space Marines). My Chaos Dreadnought started the Shooting Phase by blowing away a Ravener in a blaze of bolter shells. Rhar'zut attempted to single out the Carnifex but was just out of range.

With the shooting over, it was straight onto combat. Despite attacking the Pyrogaunts with Rhar'zut and Koraxis the Furious, I only managed to kill three of the 'Gaunts. On a brighter note, the Keeper of Secrets did manage to splat the last remaining Ravener. To confound the problem, Phil managed to pass his Morale check, despite needing to roll a 3 or less, meaning that I would have to fight another round of combat in Phil's turn.

Phil's tactic of holding me up with Pyrogaunts was working. It's times like this one when you've got to remain focused on the mission and not just sit back and blow away your nearest opponent.

ORKS TURN 3

Alex: A pathetic 2"! Yes, I am talking about Gazbag's Difficult Terrain test. Forget the mega boosta - I'm buying him a Trukk.

However, the Killer Kans were closing in on Owen's position supported by the Cyborks.

The Tankbustas, being pinned last turn by that blasted Whirlwind, could do nothing but eat dirt. I was hoping that they would be available to assist in the destruction of Owen's Dreadnoughts.

The Slugga Boyz kept heading towards the objective while keeping an eye on the Daemons that had turned up. I'd never fought against Bloodletters before, so that could be interesting. However, Matt seems to be ignoring me and that could be a fatal mistake for him. Owen and Matt seemed to be conspiring against Phil, which suited me just fine. The only thing bothering me was Owen's Whirlwind.

My Shooting Phase was next to useless; I managed to kill only one Bloodletter with the big shoota from my Warboss's retinue. My Lobbas seemed to think that they had done all that they needed to do this battle and were just sitting back laughing at Gazbag's attempts to walk.

I was itching to get into combat! Next turn, I would be there.

DARK ANGELS TURN 3

Owen: I have to say that I was beginning

to feel really sorry for Boyd's Warboss. I fear for the Grot who didn't oil the suit this morning! Phil's targeting of my units last turn had been pretty unlucky too in that everything missed! My army remained unscathed.

It was now Turn 3. The waiting was over. It was time to strike. I boldly moved both Daniel and Emarziel straight towards the objective. I also attempted to do the same with Ezra and his Command Squad, but they rolled measly double 1's for movement through the woods.

The Whirlwind launched another deadly cargo, this time at the Cyborks. The missiles were spot on and killed a Tankbusta and a Cybork. Alex, curse him, managed to pass his pinning test this time!

Tactical Squad Revenge had line of sight to the Hive Tyrant and decided to try and finish what had been started earlier. Unfortunately, the super hot plasma simply failed to wound the gigantic creature. Tactical Squad Reprisal fired at the Zoanthrope nearby but couldn't get through the extremely thick carapace of its prawn-like skull.

Now it was time for what I had been waiting for: the assault cannons of the Dreadnoughts against Alex's Killer Kans. Hundreds of rounds were unleashed, and the barrels were super-heated to glow red from the friction. Once the smoke had cleared, those Killer Kans still stood. All I had managed to do was stun one. Typical luck! Still, at least only one would be

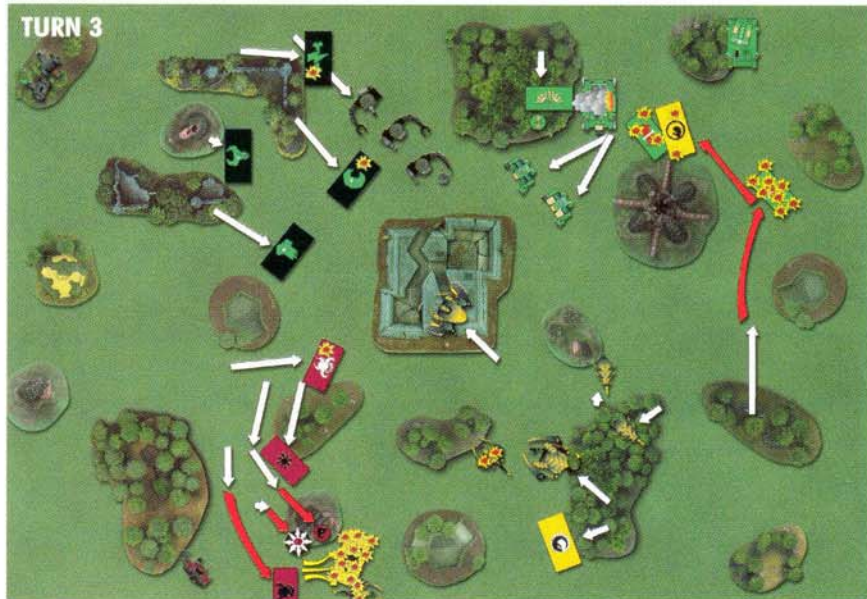
slamming into me next turn, and I wasn't too worried as Space Marine Dreadnoughts are much better than Killer Kans.

TYRANIDS TURN 3

Phil: Because my Hive Tyrant managed to get into cover last turn, it was still alive to exert its synapse control over the swarm. Even the elements out of synapse range passed their tests. Despite suffering heavy losses, including both of the Raveners, on the left to Matt's counterattack, pretty much all of the Chaos forces barring the Bloodletters were committed to slaughtering Pyrogaunts. Matt's army was still miles from the objective, whereas the Carnifex was practically on top of it.

I just wished I'd been as successful in hindering Owen. Frankly, I now have a healthy respect for the sheer amount of firepower his force could put out. With this in mind, I sent the second group of Pyrogaunts scuttling toward Squad Reprisal and moved the Zoanthropes into a position where they could take out Owen's Tactical Squads with the plasma cannons. It was time to pull the Dark Angels' teeth.

The Shooting Phase suddenly came into its own, with the Zoanthrope hovering over the woods finally hitting its target and obliterating three members of Squad Revenge, including the plasma cannon and plasma gunner. Two down, two to go. The other Zoanthrope missed, but the Tyrant killed two from Squad Reprisal with gobbets of explosive venom from its bio-



weapon. This casualties made the second Pyrogaunt brood's job a little easier in the Assault Phase. Although the Dark Angels killed two Pyrogaunts with close-range shots, the remainder of the 'Gaunts leapt through the air, bowled into the Space Marines in a flurry of frenzied stabbing, and killed them all. The Pyrogaunts swept forward into the remainder of Squad Revenge and effectively neutralized it. Suddenly, the amount of plasma death facing the Hive Tyrant didn't look so bad.

On the left flank, however, Matt's

counterattack finally cut its way through the Pyrogaunt brood blocking his advance. Given the fact that the 'Gaunts had tied up a squad of fearless Chaos Space Marines, a Chaos Dreadnought, a Dark Apostle, and even a Greater Daemon of Slaanesh, I thought they had done an admirable job. Nonetheless, Matt had swept toward my lines with all of his victorious units and looked intent on settling the score.



The Keeper of Secrets leads the pursuit.



The prospect of combat fills Gazbag with a sense of urgency.

WORD BEARERS TURN 4

Matt: At last! Those pesky Pyrogaunts had been eliminated. Time was running out fast, as the game could potentially end this turn with none of my units anywhere near the objective. I would need the game to last at least a couple more turns if I were to have any chance of winning. On my right, the badly mauled Hive Tyrant was skulking in cover. Although I was out of charge range this turn, the Tyrant still could pose a real threat, so it was time to finish off what Owen had started. On my other flank, the Orks were getting dangerously close to me and the objective.

In a bold move, the Bloodletters moved within assault range of the nearest Slugga Boyz mob. On the other flank, Rhar'zut, the Keeper of Secrets, Squad Drexlar, and Koraxis the Furious moved up ready to

unleash their firepower at the Hive Tyrant.

Passing my psychic test, the Keeper of Secrets cast Wind of Chaos at the Hive Tyrant. Needing only a 4+ to kill the monstrous creature, I naturally rolled a 3. Rhar'zut fired next but failed to wound. With rage slowly building, Squad Drexlar cooled the situation (or super heated it) by finishing off the Hive Tyrant with a plasma gun. Koraxis the Furious was free to target his old friends the Genestealers and promptly killed two more of the unfortunate creatures. As an afterthought, Squad Nemesis targeted the Carnifex standing aloft on the objective. With only one bolter in range, the squad not only managed to hit and wound, but Phil also rolled a 1 for its saving throw!

With muffled chants of "Blood for the Blood God" (I'm a secret Khorne worshiper), the

Bloodletters charged the Slugga Boyz and killed six of them and sustained no losses. Luckily for Alex, the Slugga Boyz passed their mob size check and held firm.

ORKS TURN 4

Alex: Matt charged me with his Bloodletters. Action at last! He has the strength and skill, but I have the numbers. He killed six for no loss, but I get to move all of the rest of my Boyz in on my turn.

The prospect of combat infused even Gazbag with a sense of urgency. He surged forwards a mighty 4". He'll probably have to rest next turn.

The Killer Kans had moved into charge range of Owen's Dreadnoughts, and my Tankbustas had a line of sight. Things were starting to get interesting.

My Shooting Phase was fairly uneventful. The Tankbustas failed to damage Owen's Dreadnought. The one Killer Kan capable of firing missed. The only positive was taking 1 Wound off Phil's Carnifex with a big shoota. Phil was having real problems with his armor saves, which was a shame as everyone was firing everything at him. The Assault Phase went well as the Killer Kans managed to destroy one of Owen's Dreadnoughts, and the Slugga Boyz managed to kill a couple of Matt's Bloodletters.

DARK ANGELS TURN 4

Owen: Tyranids in my deployment zone – not good! Those Hormagaunts really can motor. I had thought that I might have another turn before Squad Reprisal got it. How wrong I was!

The time had come to make my move. Squad Revenge was looking like it would be destroyed, and the last thing I wanted was Hormagaunts tying me up. Squad Revenge would have to hold the critters.

Then there was the Killer Kan problem. With Emarziel lying in ruins, I was lucky Daniel hadn't fallen victim to a sweeping advance (an inch of space spared him). I seemed unable to roll anything higher than a 1 on the penetrating hit chart.

I finally got the Command Squad out of cover with a pretty good Difficult Terrain test. It was now up to the Command Squad to capture the objective. I also moved Daniel round to charge the Killer Kans and hold them up while the Command Squad made its attack run.

My shooting went well. First off, I landed a Whirlwind barrage right in the middle of the Cyborks, killed off three of the hardened nutters, and caused an Ordnance Pinning check which the Cyborks duly failed. Hurrah! That was one less thing to worry about. Next up was Squad Revenge firing at the sweeping Hormagaunts. Despite being pretty much on target, no wounds were caused.

Then it was the Command Squad's turn. After Phil had lost 2 Wounds on his





A titanic battle erupts as the Killer Kans engage the Dark Angels Dreadnoughts.

Carnifex to small arms fire (heh heh), all I had to do was plaster it with my Command Squad's plasma coup de grace and stroll on to the objective. The squad unfurled the Standard of Fortitude, and no less than 5 plasma-inflicted wounds found their way onto the Carnifex. Because the Carnifex was on the bunker, it benefited from a chunky 4+ cover save. Phil rolled the dice and saved all but one - doh! I fired all my other units at the beast to try and finally put it down, but Phil had discovered the joys of passing armor saves, and the gribbly refused to fall.

The Assault Phase was also dramatic. Squad Revenge survived the nine attacks that came its way and killed two of the Hormagaunts on bolter bayonets. Being out of range of a Synapse creature, the 'Gaunts ran like the dogs they were!

Daniel was also deep in combat with the Killer Kans. But once again the magical "Destroyed" result was out of my grasp, and I caused a mere immobilized result. Still, I wasn't destroyed either, and Daniel was holding them up.

Surveying the scene as it stood now, I wasn't confident. Basically, I was in for it.

The Orks were closing, and I only had a few models left. The clock was now ticking. I also had a Carnifex staring at me looking rather unabashed and ready to roll in like a bowling ball.

TYRANIDS TURN 4

Phil: By this point, I was growing sure that Matt and Owen had some kind of alliance, which is perfectly appropriate in this mission. It's half the fun, but the scoundrels had done it on the sly (I knew there was something up when I came back from lunch and everyone stopped talking and acted innocent...) and so I found myself taking on both of them. As a result, my Hive Tyrant was finally dead; the battered remains of my Genestealer squad was down to one gribbly; and to add insult to injury, my poor old Carnifex had taken 2 Wounds from small arms fire. Not that I can really complain after Owen's daunting plasma barrage from his Command Squad caused only 1 Wound. Hey ho, I thought, taking in the tattered remnants of my army, I may as well go for it. After all, it was Turn 4. The bloodied Carnifex was right on top of the objective. If the random game length roll turned out to be a 1, I'd have the battle

in the bag. The Pyrogaunts in the thick of the Dark Angels' quarter had other ideas, failed their Synapse Control check, and legged it back toward my lines. After blasting apart three dressing-gown-clad Dark Angels from Squad Ezra with the Zoanthropes, I threw caution to the wind and assaulted the Killer Kans with my Carnifex. I was still closest to the objective by a vital inch or two, and I fancied causing some damage on the way out. Two penetrating hits resulted in an immobilization and a stun on the Kans, but it was the next roll - the random game length roll - that really counted. The guys let me roll the die, though Matt remarked that letting me roll was a big mistake, as I'd been rolling 1's all game. The die bounced to a halt among the scrum of massive monsters next to the objective. As the players held their breath, the die came up a 2. Close, but no cigar. My gambit of playing for an early win hadn't quite paid off, and it looked like I still had some work to do. Nevertheless, if the Carnifex could survive another round of combat with the Killer Kans, it'd be party time when it came round to my next turn.

TURN 5



WORD BEARERS TURN 5

Matt: Luckily, the game hadn't ended, so I was still in it. All I could do was continue my advance and hope that the game would go on for another turn. With Owen

and Phil duffing each other up on the objective, all I needed to do was arrive at just the right time and mop up the survivors. The only other thing I really needed to do this turn was to stop the Orks arriving at the same time. Squad

Nemesis started the Shooting Phase by killing a single Tankbusta with its flamer. Koraxis the Furious fared little better killing only two more.

In the Assault Phase, the Bloodletters continued their good work killing two more Orks for no loss. Once again though, the Orks refused to run. The game had entered a vital stage. I really needed it to continue for at least a couple more turns. So far, Owen and I had pretty much neutralized the threat from Phil's Tyranids, but with Owen already on the objective, he was certainly getting the most out of this special relationship.

ORKS TURN 5

Alex: Gazbag moved 3". It's now a race against the dice to get him into combat, but the sharp money's on the dice. The Cyborks couldn't do anything this turn as they had been pinned by Owen's annoying Whirlwind. I'm beginning to regret gloating so much over the destruction of his Vindicator on Turn 1. The Grots will be punished severely for using their initiative.

The Tankbustas moved into the cover of the central building where they would have



As time ticks away, each army moves within striking distance of the objective.

a good line of sight to Matt's Dreadnought. If the game went on longer, I didn't want to meet that thing on the objective. One penetrating hit and one glancing hit, and of course, the glancing hit destroyed the monstrosity. The Assault Phase went really well. The Slugga Boyz finally sent the last Bloodletter back to the Warp and swept towards the objective. The badly damaged Killer Kan and the wounded Carnifex destroyed each other with simultaneous attacks. Owen was now in a good position if the game ended this turn. Thankfully, the rest of my army is now close enough to do some damage next turn.

DARK ANGELS TURNS

Owen: I couldn't believe that victory was now within my grasp, especially after last turn! Phil's decision to charge the Killer Kans was a crucial one and had breathed new life into my attempt on the objective. All I had to do was get onto the objective and hope the game ended this turn.

I moved only my Command Squad, which passed its Difficult Terrain test with enough movement to get right on to the objective. The squad was looking a little depleted after the Zoanthropes had blasted them,

but there were enough Dark Angels left to be effective. Everything else was in combat or ready to fire.

The Shooting Phase started with a barrage from the Whirlwind at the Zoanthrope and Genestealer that were threatening my Command Squad. Although I was spot on target, the abominable creatures came out unscathed. I also fired the Command Squad at the solitary Genestealer, but these shots also failed to do anything. Lastly, Squad Revenge fired on the retreating Hormagaunts and killed another.

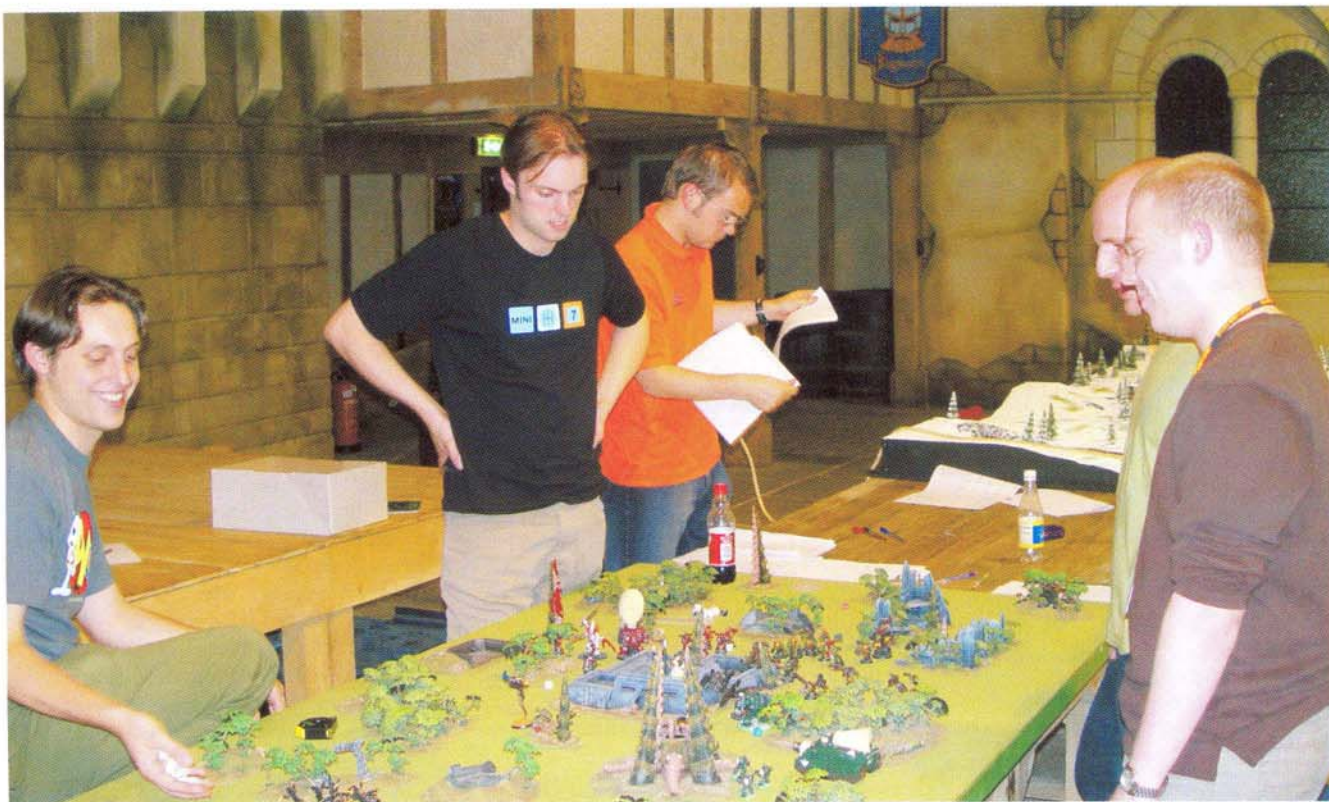
Would there be a Turn 6? If so, that 4+ cover save would come in useful, and my Chaplain would be earning his pay. Fingers crossed...

TYRANIDS TURN 5

Phil: Despite the fact that the Tyranid forces now consisted of two Zoanthropes, one Genestealer, and a squad of Pyrogaunts intent on fleeing the battlefield, there was still an outside chance of me pulling off a victory. The Carnifex had lost its last wound in the

Godzilla-style combat with the Killer Kans and the Dark Angel Dreadnought, although the Carnifex did take a Kan with him. As the Zoanthropes were the only models that could really affect the outcome of the game, I moved the last remaining 'stealer and the two brain-bugs toward the remnants of Owen's Command Squad. Two S5 AP3 blast templates could all but destroy the troublesome squad. Sadly, my accuracy was true to form, and both Zoanthropes missed. The Dark Angels struck a pose; surely, nothing could stop them now. How right they were. The Genestealer was just out of its 6" assault range, and the Zoanthropes' unconvincing and desperate charge merely provided the Interrogator Chaplain with something to smack with his crozius. As stringy webs of Tyranid brain drifted to the ground, the fateful die roll was made and came up a 2, which, on Turn 5, signaled the end of the game. Owen's Command Squad was nearest to the objective by a Pyrogaunt's fang, and what was an incredibly close game ended in a Dark Angel victory.





Carnage is a very fun and devious game, as each player becomes more paranoid about who has arranged a behind-the-scenes alliance with whom. With every player aware of each sly nod and wink, it's a scenario guaranteed to cause a few laughs.

THE LION WATCHES OVER ME



Owen Rees

Owen: I am quite simply speechless. I won! It was extremely close and good fun to play. I consider my victory quite a humble one; it really could've gone any way. If Phil's Carnifex had charged my Command Squad instead of Boyd's Killer Kans, then things could have been different. The Lion really did watch over me. My position at the end of the game was ideal. I was far enough away from Phil to make his last desperate charge a losing maneuver, but close enough to the objective to capture it in the end.

The fact that I wasn't a close combat army really helped out in this game. Phil was scared of my firepower and kept me at claw's length and went after Matt instead. Matt duly obliged. My shooting and his Chaos Space Marines pretty much pounded Phil out of the game. Anyone would've thought Matt were and I working in league - as if Dark Angels would ever fraternize with the enemy (well, okay, maybe we did a bit)! However Matt's cooperation left him well out of contention. With my army and the Orks separated by the woods, I only had to worry about one army at a time.

Man of the match goes to the Whirlwind. This nifty piece of gear helped to pin down a lot of Alex's forward units, which was crucial at the end of the game. The fact is I probably wouldn't have fired at the Orks every turn, but they had so infuriated me after the audacity of their artillery that it would have been rude not to retaliate!

Overall, it was an excellent game with plenty of back-stabbing and sneaky underhanded tricks. Despite an early setback, I stuck with my plan, and it saw me through in the end. The Dark Angels really shone through today. They are the Emperor's finest after all!

MONSTER MASH



Phil Kelly

Phil: What a blast! If it weren't for those pesky Dark Angels...no, I've no right to grumble; the things that let me down shouldn't really have come as much of a surprise. After all, Tyranid accuracy is never to be relied upon. The aspects of the game that went well really worked out, especially my stalling tactic that the Word Bearers never really recovered from.

Unfortunately, this stratagem did have the nasty side-effect of earning the attention of the Word Bearers' firepower for a full turn, costing me half of my monstrous creatures. My Carnifex did his usual job of wading up to the objective and standing on top of it roaring defiantly, but in the end, my eagerness to take on two opponents sealed Owen's victory. That, along with his unholy alliance with the forces of Chaos (the Interrogator Chaplain should be ashamed of himself!), proved my downfall. Realistically, I had no

chance of fending off both Matt and Owen for the majority of the game. Furthermore, if Alex hadn't had such a bad run of Difficult Terrain tests, I'm sure his virtually unmolested Orks would have swarmed over that objective like ants over a jam sandwich. As usual, my luck came through for me, and my ploy of playing for an early end proved the right decision, even though Owen ultimately made a better job of it. Next time I think I'll take another Carnifex or two...

WE CAN ALWAYS COME BACK FOR ANUVVER GO



Alex Boyd

Alex: Just as I was getting close, the game ends. The game was great fun. Matt and Owen conspiring against Phil (Word Bearers and Dark Angels hand in hand against the Tyranid menace - who would have guessed it?) left my army pretty much intact at the end of the game. Well, the Killer Kans were in a bit of a

mess, but thanks to Owen's inability to roll anything higher than a 2 on the damage chart, two of them still lived.

Gazbag, his retinue, and the Cyborks were useless, as they didn't even get close to getting into combat. Never rely on mega armor when planning to move your whole army forward together. My Tankbustas did great getting closest to the objective and taking out a Chaos Dreadnought. Apart from the initial fluke, the Lobbas were next to useless.

I forgot to use them at all on Turn 4, and I still feel that they would have been useful had I been closer to Phil.

In the end, I'm not too disappointed. I had a good laugh - mostly at Phil's expense. I should be offended that Matt and Owen thought I was so small a threat that they could ignore me, but they were probably right. I'll show them next time!

SO NEAR, YET SO FAR AWAY



Matt Hutson

Matt: Curses! The game ended just too soon. If the game had been the Oscars, I probably would have won Best Supporting Actor. Allying with Owen proved to be a wise tactic, especially since we were too far apart to be able to attack each other anyway. In

hindsight though, I got too carried away shooting at Phil's nastiest units. I should have ignored the Genestealers and gone for the Pyrogaunts instead. After all, they were probably more of a threat to Owen's Dark Angels. Alex's Orks didn't give me too many problems, but then the game ended just as the action was about to kick off between us. My best unit was probably my Chaos Dreadnought, who, after failing his *Fire*

Frenzy on the 1st turn behaved himself for the rest of the game. The havoc launcher proved to be an extremely useful piece of gear, and I now plan to mount one of these on all of my vehicles.

I'm not too disappointed that I didn't win, as the game was great fun to play. My only regret is that I didn't get the chance to stab anyone in the back.

Interrogator Chaplain Ezra vaulted over the wall of the bunker complex, wiped the steaming remains of a Tyranid Zoanthrope from his armor, and called for his squad to sound off. Only three did so. The air around him echoed with the screams and war cries of aliens and heretics, and barely a handful of the Dark Angel reaction force was left alive in the eye of the storm. Nevertheless, victory was within Ezra's grasp. Shouting at the top of his voice, he ordered the Whirlwind and the remains of Squad Revenge to withdraw over his vox-link; the bunker complex was the only place that could possibly survive what he planned to do. Timing was crucial.

Ezra thanked the Emperor that the massive Carnifex had charged straight over the entrance to the underground silo in its haste to rend and tear. Its primitive brain was unable to comprehend the strategic importance of the location. Racing up to the reinforced door to the silo with the footsteps of his squad clanging loudly across the metal floor of

the bunker behind him, Ezra bellowed an oath of rage and frustration. The door had been buckled shut by one of the Carnifex's hooves as it had charged across the top of the bunker.

Bracing his feet against the opposite wall, Ezra pushed with all his might. Servomotors in his power armor whined as they augmented his formidable strength. Sweat poured into his clenched eyes as he whispered a prayer to the Emperor, his comrades adding their strength to his. Bullets ricocheted down the passageway, breaking his concentration. Ezra felt as if every blood vessel in his body was about to burst, and time was running out.

Suddenly, the door gave way with a tormented squeal, pitching the Dark Angels into the amber gloom of the silo complex below. The Interrogator Chaplain motioned for Brother Edriel to secure the door as best he could and searched frantically among the silo's dust-covered cogitator banks for the control runes that deployed its deadly cargo.

"Brother Lemiticus, coordinates of this position, and in the name of the Emperor make it quick," ordered Ezra in clipped, terse tones.

Directly above the Dark Angels, the gantries of the upper bunker echoed with the clash of battle and the screams of the dying. Blood was leaking under the twisted remains of the bunker door and down the stairs toward them - first a trickle, then a flood. Strips of fluorescent runelights winked on above them as the cogitator banks finally hummed to life. Ezra punched in the silo's coordinates with dangerous haste. Slamming his fist onto the override rune, Ezra led his squad in prayer. In the darkness of the silo, ancient pistons hissed as banks of missiles ground into position.

"During our darkest hour. He watches over us and guides our hand," intoned the Chaplain, as the ground above the launching mechanism rumbled open.

"His Will is ever strong. We cannot fail in his sight," answered the remainder of his squad. Above them, the silo's payload roared into the sky and arched back down almost immediately as their machine spirits obeyed the Chaplain's desperate command.

"The Emperor protects," whispered Ezra.



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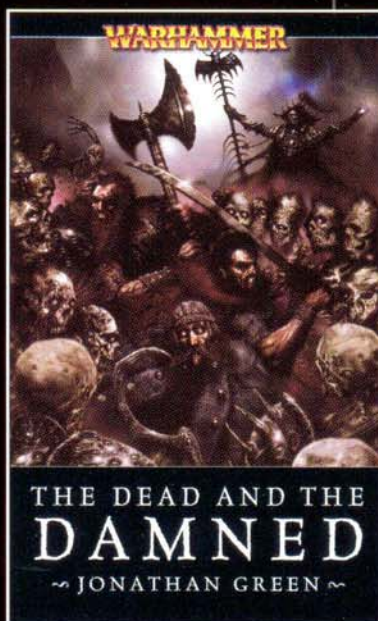
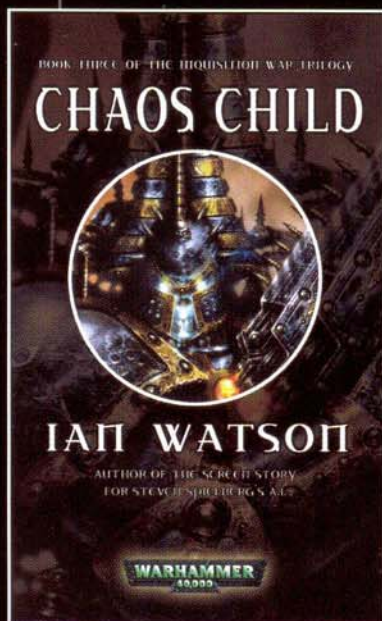
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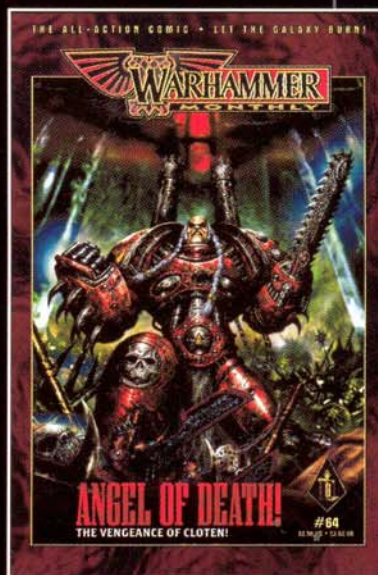
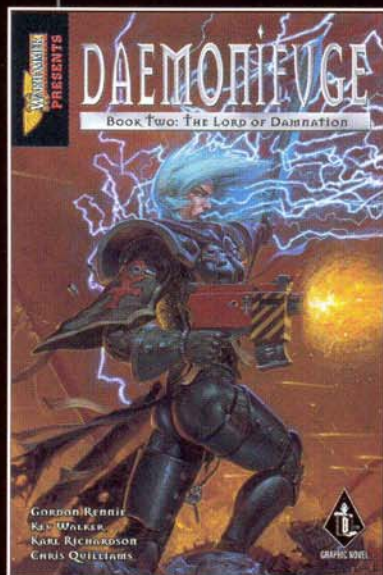
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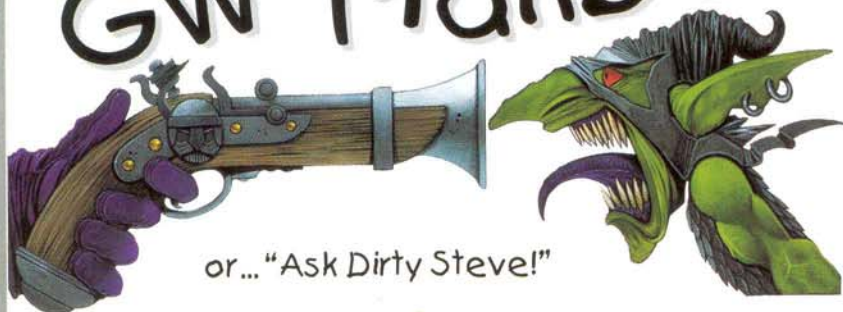
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GW Mailbox



or... "Ask Dirty Steve!"

Have a question about when new armies are coming out? Need some advice about painting or modeling?

The GW Mailbox is the place for your inquiries and opinions! Write or e-mail me at the addresses below!

Dear Dirty,

Okay, you really did it this time. Check out WD 268, p. 25, upper right photo. Not only did you guys use yellow (should be gold) on a Black Scorpion Rhino, but just who is that hiding in the jungle getting ready to pounce on the Space Marines? Or is that another story?

Anyway, job well done on the new Rhino. I just got mine in the mail last Thursday, and it looks great! Keep up the good work. It will be a welcome addition to my Black Scorpions' sting.

F. C. Alturas
Black Scorpions
Space Marines Terra

Well, sorry the Rhino picture wasn't up to your expectations. The 'Eavy Metal guys took a little artistic license and interpreted the color scheme to include a golden hue, if not a metallic gold. Still looks killer, though, doesn't it? I think I actually prefer it with the nonmetallic tones, but that's just me.

The creepy assailant lurking in the background, though, is not something to toy with. It is, in fact, the stealthy Tyranid Lictor, known to jump out of its hiding spot and devour any unfortunate passers-by. I think those Space Marines in the photo have a nasty little wake up call in store for them!

Dear Dirty,

I have been in this hobby for about 2 years now, and there is one thing that always gives me problems - the edges and points on metal models. No matter what I do or how many times I try to cover them up, they always seem to pop back up shiny as ever. Are there any tricks to covering them up for good, or do I just have to deal with it?

Thanks,
Joel

Actually, I used to have a big problem with this, too, until the answer suddenly washed over me like a cool incoming tide...SPRUES! Crazy, you call me, but

bear me out on this one. Take one of your plastic sprues (Lord knows we all have tons of these!) and snip a bit of the edge into a small post. Glue this post to a foot or, in the case of cavalry, right underneath the saddle. This way you have something to hold onto while you paint the model, and you won't end up inadvertently rubbing paint and primer of the points of sharp details! Some people also affix the model to a cork to hold onto, but I just don't drink enough wine to have spare corks lying about the house.

Dear Dirty Steve,

The Warhammer Skirmish Appendix in the core rulebook was supplemented with its own booklet. There was also a Skirmish battle report in WD 270. Skirmish battles are a lot of fun and great lead-ins for full battles, but what about those of us who use bolters in place of arrows and slings? Will we in the 40K universe ever see small Warbands of Tyranids skittering across the battlefield? Is there any possibility that 40K Skirmish rules will be released?

May Your Trukks Be Plentiful,
Warlord Big Squig Grosnik

Actually, it's a LOT easier, in my opinion, to play small Skirmishes with the regular 40K rules than it is to do the same with Warhammer Fantasy. Try playing a 500-point game or something smaller and see how it goes! The tactics, of course, will be different, but the challenge is great fun!

Dear Dirty Steve,

After the release of the amazing new Skaven army, I must say I am very tempted to start collecting. However, I have one question. The Skaven get an extra Leadership bonus from lots of ranks, but in a Skirmish battle, should they remain at their pitifully low Leadership with no hope of improving it? Also, I just wanted to mention that Warhammer has become amazing, and the new emphasis on Skirmish battles has been fun.

Tony Rupoli



You don't see this everyday - a meched-out Hive Tyrant sent in by John Delaney!

Two words: Team up. One Clanrat against ANYONE isn't gonna do you any good, man. Bombard the foe with two or three (or more!) on one and watch them beat the snot out of any takers! As long as you're taking out your rivals, you won't have to worry about taking any Break Tests with low Leadership.

Dear Dirty Steve,

I've heard some rumors about Lizardmen being released soon. Can you confirm these, or would you have to kill me if you told me?

Needing New Scaly Models,
Jordie DeLine

The new Lizardmen are currently being sculpted in the Studio, so it shouldn't be too long until we see some more about them. Oh, and by the way, don't open your closet.

See you next month!

DIRTY.

Remember that ALL rules questions should go to the Roolzboyz at this e-mail address:
roolzboyz@games-workshop.com
So don't even try it, Meester!

Want to send a letter to the Mailbox?

Write me at: Games Workshop, Att'n: Dirty Steve's Mailbox, 6721 Baymeadow Drive, Glen Burnie, MD 21060.

Or send me some e-mail at WhiteD@games-workshop.com, but remember to give me permission to print your e-mails. I can't use them if you forget!

THE LORD OF THE RINGS

THE TWO TOWERS



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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

SPECIAL EVENTS FOR 2003!

NATIONAL PAINTING COMPETITION

Don't miss out on another exciting The Lord of The Rings National Painting Competition. Starting in February and running through April, stores all across the United States (including Alaska and Hawaii) will be hosting this premier event. Through a series of four heats, including state, regional, and national rounds, players compete in three categories:

- **Youngbloods** - for kids under 14.
- **Beginner** - For those who have never entered a painting contest before or are just starting painting.
- **Veteran** - For those who know their way around a brush and want some serious competition.

Each participant can enter up to three The Lord of The Rings models from either The Fellowship of The Ring or The Two Towers. The winners get to advance to the next round and either enter their models again or paint up new entries!

There are fantastic prizes for each round including new releases, limited edition models, free paint sets, and more! Last year's national winners even won trips to Games Day!



Last year's national winners:

Elrond in the Veteran category by Jason Roberts (left) and Boromir in the Beginner category by Jason Dobies.

**CHECK WITH YOUR LOCAL
RETAILER FOR DETAILS ON
HOW TO PARTICIPATE.**

THE ATTACK ON HELM'S DEEP



A huge army of Uruk-Hai is assaulting the fortress of Helm's Deep - a towering refuge in the realm of Rohan. The walls of this mighty fortress have never been breached, but the Uruk-Hai have a new and secret weapon - a primitive explosive charge. If the Uruk-Hai can place the charge while a diversionary force attacks, the defenders of Helm's Deep will find themselves deprived of their strongest defenses. Only with The Lord of The Rings: The Two Towers strategy battle game can you help swing the tide of battle!

Join the assault on the walls of Helm's Deep or defend the Deeping Wall in our Attack on Helm's Deep Events. On March 15 and 29, Games Workshop Hobby Centers and participating Rogue Trader independent retailers will re-create some of the mighty battles you'll see in New Line Cinema's *The Lord of The Rings: The Two Towers* movie masterpiece. You don't want to miss out!



It took a lot of arm twisting this month to get Alessio to talk to us about something other than the next fantastic installment of *The Lord of The*

Rings film, *The Two Towers*, but then again, who can blame him?

THE RINGBEARER SPEAKS...

Alessio Cavatore Discusses All Things The Lord of The Rings

The year-long wait is finally over. This issue coincides with the release of the second film in the trilogy, *The Two Towers*! How many times did you see *The Fellowship of The Ring* at the cinema or in the comfort of your own home on DVD or video? If you're anything like me, you know the dialogue of every scene like the back of your hand! I'm looking forward to immersing myself totally in Peter Jackson's adaptation of the Tolkien books once again – I can't wait!

This issue of *White Dwarf* isn't the first to contain gaming material for our new *The Two Towers* battle game, which was unleashed upon the gaming world in WD 274. The significant thing about this issue is that there will be lots of newcomers to the Games Workshop hobby who were tantalized by the new film and eager to re-fight the scenes from the movie on the tabletop. Will you be able to strike a blow for the Free Peoples of the West? Maybe you're aiming to snuff out the last remnants of resistance in the name of the Dark Lord.

To this end, you'll find not only new gaming advice for gamers who have by now played dozens of battles with the new game but also a healthy amount of advice for those newcomers to our wonderful hobby.

One of the most important and exciting additions to the *The Lord of The Rings* game system is siege warfare. As you can see from the new releases on the next few pages, this issue is packed full of siege-related stuff. In particular, I'm sure you will appreciate the new gate and walls model of Helm's Deep, created by Dave Andrews. I'm sure this piece of terrain will prove a very popular for anyone who wants to re-create the epic battle of Helm's Deep.

Of course, Helm's Deep isn't just about the battlements – there are ferocious Uruk-Hai attackers and stalwart Rohirrim defenders, plus the mighty heroes and deadly adversaries with which to do battle over this superb piece of terrain. As I've said several times by now, the skirmishing nature of *The Lord of The Rings* battle game makes it perfectly suited to siege battles. It's great not having to worry about keeping your units coherent as your models run up and down ladders and from courtyards to battlements and into towers!

There is only one major drawback about the release of *The Two Towers* – the fact that we have to wait another year for *The Return of The King*! It seems such a long agonizing wait, but I'm more than confident that the last film will be as good if not better than the first two installments. The little bits I've heard about the third film make me suspect that the siege of Minas Tirith will make the assault on Helm's Deep look like a small border skirmish. But we're getting a bit too far ahead. Let's concentrate on this year's fantastic film and game and enjoy them thoroughly!

Alessio



The Uruk-Hai finally occupy the ramparts of the Deeping Wall.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Uruk-Hai Command

This blister pack contains one Uruk-Hai Captain and one Uruk-Hai Standard Bearer, designed by Michael Perry and Alan Perry.

These models require assembly.

\$9.00 US

\$13.00 CDN



Uruk-Hai with Crossbows

This blister pack contains three Uruk-Hai with crossbows, designed by Michael Perry and Alan Perry.

These models require assembly.

\$9.00 US

\$13.00 CDN



Uruk-Hai Siege Ballista

This boxed set contains three Uruk-Hai Crew and one Siege Ballista, designed by Michael Perry and Dave Andrews.

These models require assembly.

\$30.00 US - \$45.00 CDN



Uruk-Hai Berserkers

This blister pack contains three Uruk-Hai Berserker models, designed by Michael Perry and Alan Perry.

\$9.00 US - \$13.00 CDN



Uruk-Hai Battering Ram

This blister pack contains four Uruk-Hai Crew and one Battering Ram, designed by Alan Perry and Dave Andrews.

These models require assembly.

\$20.00 US - \$28.00 CDN



Treebeard, Merry, and Pippin

This box contains Treebeard, Merry, and Pippin, designed by Trish Morrison and Michael Perry.

\$35.00 US
\$50.00 CDN



Gollum, Sam, and Frodo

This blister pack contains one each of Gollum, Sam, and Frodo, designed by Brian Nelson.

\$9.00 US - \$13.00 CDN



Gollum

Sam

Frodo

Gandalf the White

This blister pack contains Gandalf the White, designed by Michael Perry.

\$8.00 US
\$12.00 CDN



The Two Towers Strategy Battle Game has long been anticipated and is finally available for purchase. Here, we take a look at what you'll find in the box.

IN THE BOX

A Detailed Look Inside the Box of The Two Towers Game



THE RULEBOOK

The rulebook comprises 160 full-color pages filled with rules, painting guides, and hobby tips and is fully illustrated with stills from the film.

The Rules: Including all the rules from The Fellowship of The Ring game, The Two Towers rulebook further develops The Lord of The Rings battle game to incorporate the events of the second film. Each player usually controls between 10 and 20 models but can play with many more. Whether you have played The Fellowship of The Ring game or are a newcomer to the world of wargaming, you will find the game system easy to learn.

Advanced Rules: Once you have mastered the basics, you can incorporate

the additional rules into your games for an even more characterful feel. Rules for using Courage and weapons and details of how to play with the heroic characters are an integral part of The Two Towers game. The advanced rules explain how to use cavalry and fight sieges. This latter set of rules allows you to re-create the siege of Helm's Deep!

The Free Peoples: This section includes full list of character profiles and backgrounds for the people who appear in the second film. Included in this section are the rules for using the characters from the Fellowship and other noteworthy heroes such as Eomer and the mighty Treebeard.

The Forces of Darkness: Brimming with evil, this bestiary of the Evil races and villains includes rules for the Dark Lord Sauron, the power-hungry Saruman, and their minions such as the Orcs, Goblins, and fighting Uruk-Hai.

Scenarios: Ten scenarios allow you to re-create the most exciting scenes from *The Two Towers* film, from small-scale skirmishes to full-size battles. Some of these scenarios can also be linked to run as a campaign. This section features a list of the forces needed to play the scenarios

plus special rules and maps. It also includes ideas for designing your own adventures in Middle-earth.

The Hobby Guide: The last section in the rulebook covers many of the techniques that you can use to paint the models that come with the game. The hobby guide includes a variety of tips that our skilled team of modelers and painters used to paint the figures featured throughout the book. It also instructs you how to set about the relatively simple process of constructing your own terrain for use in your battles.

THE MINIATURES

Of course, once you have finished flicking through the book, you will no doubt want to rummage through the box to check out the new range of miniatures.

Included in the boxed game are four Riders of Rohan armed with bows, four armed with throwing spears, and four armed with hand weapons.

With the models in the boxed game, the forces of Evil can muster 20 Uruk-Hai: 10 armed with pikes and 10 with swords and shields.

A plastic ruined building is also included in the box for you to start or add to your collection of scenery.

Master miniature designers Alan Perry and Michael Perry created all the figures that come in the box.





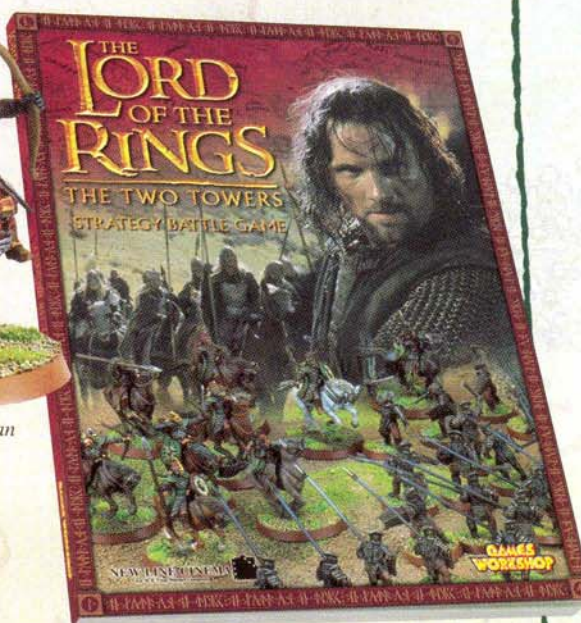
*Rider of Rohan
with Hand Weapon*



*Rider of Rohan
with Throwing Spear*



*Rider of Rohan
with Bow*



Uruk-Hai with Pike



Uruk-Hai with Sword and Shield



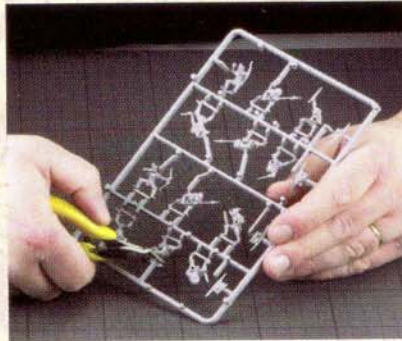
Painting the models from the boxed game is very straightforward. With this step-by-step guide to getting your models painted quickly and easily, you'll soon have your troops ready for battle.

PAINTING WORKSHOP

Assembling and Painting the Plastics from the Boxed Game

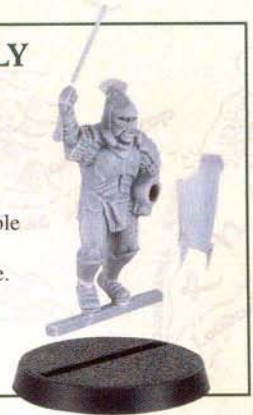
What you will need:

- A pair of clippers
- Some tissues
- A mixing palette (an old ceramic plate or tile is ideal)
- A jar of water
- Some sheets of newspaper
- White and polystyrene glues
- Your paints and paintbrush
- Modeling sand



ASSEMBLY

First, clip the miniatures from the sprue with clippers or a modeling knife, and then assemble the model with polystyrene glue.



PAINTING URUK-HAI



Chaos Black

1. Once you have assembled the model, apply an even coat of Chaos Black all over the model. To do so, it's best to add a little water to the paint on a palette. Alternatively, you can use spray primer.



Tin Bitz

2. When the first coat is dry, paint a basecoat of Tin Bitz on the sword, shield, and any armored areas. This color will help darken the overall appearance of the model later on.



Mithril Silver

3. Dip your brush into Mithril Silver paint and then wipe off most of it on a tissue. Lightly brush over the Tin Bitz to pick out the detail on the raised surfaces of the armor. This step is called drybrushing.



Dark Flesh

4. Next, paint the legs, arms, and face of the model with Dark Flesh. Don't worry if you make a mistake, as you can repaint over any sloppy areas later on.



Bestial Brown

5. Now paint the gloves, loin cloth, and straps with Bestial Brown.



Skull White

Bestial Brown

6. Next, carefully paint the teeth with Skull White. Finally, paint the edge of the base with Bestial Brown.

PAINTING THE RIDERS OF ROHAN

Chaos Black



1. Once you have assembled the model, apply an even coat of Chaos Black all over the model. To do so, it's best to add a little water to the paint on a palette. Alternatively, you can use spray primer.

Mithril Silver



2. Dip your brush into Mithril Silver paint and then gently wipe most of it off onto a piece of tissue. Gently paint the armor. The brush will naturally avoid the recesses. Also, at this stage, paint the Rider's sword and hat band silver.

Dark Angels Green



3. Next, paint the cloak Dark Angels Green. Don't worry if you make a mistake, as you can correct any errors at a later stage.

Scorched Brown



Dark Flesh

4. Now paint the greaves, helmet sides, and quiver with Dark Flesh. The pants, bow, and upper sleeve should be painted with Scorched Brown.

Scorched Brown



Shining Gold

5. The next stage is to add detail to the miniature. Paint the gold trim areas around the sword, helmet, saddle, scabbard, and legs in Shining Gold. Finish with Scorched Brown on the straps, scabbard, and armor.

Vomit Brown



Dwarf Flesh

6. The last stage is to paint the face. Paint the cheeks and nose in Dwarf Flesh, leaving the eye socket areas black. Finally, paint the hair and beard Vomit Brown.

PAINTING HORSES

Chaos Black



1. The first stage is to paint your horse with a coat of Chaos Black. Then, apply an even covering of Dark Flesh over the horse's skin and Scorched Brown to the reins and harness.

Goblin Green

Mithril Silver



2. Paint the saddle blanket Goblin Green. Carefully paint the metal parts of the horse harnesses with Mithril Silver.

Bleached Bone



3. To finish the horse, carefully paint his teeth with Bleached Bone. We have based the horse by attaching a layer of sand to the base with white glue. Once the glue dried, we painted the sand Scorched Brown and drybrushed it with Bleached Bone.

With the new *The Two Towers* film showing in cinemas now, there will be lots of readers new to *White Dwarf* and enthused about re-creating scenes from the film on the tabletop. Here's how to start playing...

GETTING STARTED

How to Play The Lord of The Rings Game

CLOSE ENCOUNTER

In this example, a valorous Rider of Rohan has spotted an Uruk-Hai scouting ahead of a raiding party. As the Uruk-Hai rushes towards him, the Rohirrim carefully takes aim with his bow. Can the Uruk-Hai reach the Man and cut him down before he gets the shot off?

Place a Rider of Rohan with sword and bow and an Uruk-Hai with sword and shield 12" or 28 cm apart. The models should face each other over a level table.



RIDER OF ROHAN

12"/28 cm



URUK-HAI WARRIOR

TURN 1

PRIORITY

At the beginning of each turn, the players must roll a die to determine who has Priority (i.e., who is going first) in all three phases of the turn. Winning this roll is therefore very important. The Good side always has Priority on Turn 1; thus, in our example, the Rider of Rohan has Priority.

MOVE PHASE

In this phase, the models can move. The Rider of Rohan moves first, because the

Good side has Priority this turn. He decides not to move and remains stationary, preparing to fire his bow at the enemy.

Now it's the Evil side's turn to move. The Uruk-Hai has a maximum move of 6"/14 cm and decides to use all of his move to rush towards the Rider. Move the Uruk-Hai 6"/14 cm towards his opponent.

SHOOT PHASE

In this phase, the models can shoot their bows. The Rider of Rohan gets his chance first, because his side has Priority. He takes aim and shoots the Uruk-Hai as it

runs towards him. The player rolls a die and needs a result of 4, 5, or 6 to hit the target. He rolls a 2 and misses. In the Evil side's turn to shoot, the Uruk-Hai can do nothing, because unfortunately, he has no bow to shoot!

FIGHT PHASE

Since no models are touching base-to-base, there will be no Fight Phase this turn.

TURN 2

PRIORITY

Both players roll a die. The Good side's result is a 5, and the Evil side's is a 3. The Good side has scored the highest and will therefore have the Priority for Turn 2.

MOVE PHASE

The Rider of Rohan realizes that the Uruk-Hai is going to reach him and attack him, so he cleverly decides to move back half his normal move (5"/12 cm). The Uruk-Hai moves again at maximum speed towards the Rider of Rohan. However, because the Rider has moved back, the Uruk-Hai is unable to reach him to engage him in combat and ends its move 2.5"/6 cm away from the Rider of Rohan.

SHOOT PHASE

Models that have only moved up to half of their maximum move distance can still use their bows. Thus, the Rider of Rohan can shoot, and this time, his die roll is a 6. The Uruk-Hai has been hit! Now we must determine whether the arrow kills the warrior or is stopped by his armor or



The Rider moves half his distance and out of charge range, which enables him to shoot in the Shooting Phase, despite the Uruk-Hai's charge.

shield. To find out, the Rohan player rolls a second die and needs a 6 to eliminate the Uruk-Hai (who is very well armored!). The Rider of Rohan rolls a 5, and the Uruk-Hai survives. The arrow has been stopped by the armor or shield or caused only a superficial wound – the battle continues.

FIGHT PHASE

As in Turn 1, there will be no Fight Phase this turn.

TURN 3

PRIORITY

Both players roll a die again to determine who will go first. This time, they both roll a 2, a draw. Since the Good side went first in the previous turn, a draw means a change of Priority. Thus, the Evil side gets to go first in Turn 3.

MOVE PHASE

The Uruk-Hai seizes his opportunity and moves in contact with the Rider of Rohan to engage him in combat. As a result, the Rider loses his chance to move. Models cannot move out of a combat once they have been engaged.

SHOOT PHASE

This time, the Rider of Rohan cannot use

his bow, because he is too busy defending himself from the charge of the Uruk-Hai. The Rider of Rohan therefore puts aside his bow and draws his sword.

FIGHT PHASE

Both players roll a die to determine who wins the fight and strikes his opponent. The Rider rolls a 3, and the Uruk-Hai rolls a 4, winning the fight! The defeated Rider is struck and moved back 1 1/2 cm. Just as in the Shooting Phase, the player controlling the Uruk-Hai must roll another die to find out if his strike is going to wound the Rider.

The Uruk-Hai needs a 5 for his sword to go through the thick armor of the Rider and eliminate him. The Uruk-Hai player rolls a 1 and doesn't make it.

TURN 4

PRIORITY

Both players roll a die again to determine who will go first. The Evil side rolls higher and gains Priority once more.

MOVE PHASE

The Uruk-Hai once again charges into combat against the Rider of Rohan, thereby preventing his opponent from moving when his turn comes.

SHOOT PHASE

Again the models are locked in combat; thus, there is no chance for the Rider to use his bow.

FIGHT PHASE

This time, both players roll a 5. When the die rolls result in draws, the model with the higher Fight value wins. The Uruk-Hai has a Fight value of 4, and the Rider of Rohan has a Fight value of 3. Thus, the Uruk-Hai wins the fight, and the Rider is once again moved back 1 1/2 cm.

The Uruk-Hai gets another chance to wound his opponent. This time, he rolls a 6 and kills the Rider. The Rider of Rohan model is removed, leaving the Uruk-Hai as the only survivor and winner of the confrontation. Now, you can place the models back in their initial positions and fight this one-on-one combat again as many times as you like. The Rider of Rohan might even get his revenge on the Uruk-Hai!

After that, we suggest you read through the rules manual to learn more about the particular rules you have just used for this encounter. The best way to continue learning the rules is to play Scenario 1: Scouring of the Westfold (see p. 94 of The Two Towers rulebook) and look up any rules problems as you encounter them.



The Rohirrim fight valiantly to cleanse their land of the Uruk-Hai.

This action-packed The Two Towers battle report is the first of two covering the initial stages of the Uruk-Hai assault on Helm's Deep. The concluding part will be published in next month's *White Dwarf*.

The siege of Helm's Deep is one of the most evocative sequences in *The Two Towers* film. Saruman has launched his attack on the lands of the Rohirrim, and the Riders of Rohan have retreated to their ancient fortress of Helm's Deep in order to prepare themselves for the coming attack. There, they are joined by Haldir accompanied by a force of Elves. The beleaguered band (helped by an angry Dwarf and his heroic friends!) holds out against the horde of Uruk-Hai.

As this latest version of The Lord of The Rings game includes rules for fighting siege games, it seemed to be

ASSAULT ON THE DEEPING WALL

A Battle Report for The Two Towers

the ideal opportunity for us to demonstrate the new rules in their right and proper environment.

There are a number of siege scenarios in The Two Towers rules manual, and we chose to fight two of them: The Deeping Wall and The Gateway. These scenarios are ideal, as they can be linked to provide a two part mini-campaign. The results of the first game will determine which heroes can participate in the second. The second battle report will be published in next month's *White Dwarf*.

We already had the fantastic Helm's Deep board constructed by Dave Andrews and Mark Jones available to provide a

stunning setting for the two games, and everybody was eager to see a game played upon it.

We asked Rowland Cox to take command of the Evil besieging forces. Rowland last played the Fellowship in the Balin's Tomb battle report (*WD* 265). Commanding the Uruk-Hai should be a nice change for him.

Matthew Ward is the newest member of The Lord of The Rings development team and was eager to take on the role of commanding the Defenders of the Deeping Wall. Read on to see what happens...



The Defenders of Helm's Deep prepare for yet another assault.



The fighting Uruk-Hai prepare to attack.

SCENARIO 5 – THE DEEPING WALL



MIGHT OF THE WHITE HAND

Rowland Cox: This scenario pitches the forces of Saruman, in this case his Uruk-Hai, against a pitiful few Rohirrim and Elves. All that stands in

Saruman's way is the old fort Helm's Deep and a small band of Heroes. A primitive black powder charge with an Uruk-Hai fuse will take care of the walls. However, when it comes to the Heroes...well, let's just hope there are enough Uruk-Hai! As if this scenario weren't hard enough, any heroes who survive this battle will participate in the next scenario, The Gateway, as we are playing the two scenarios one after another.

The Evil forces consist of a well equipped siege force. My personal favorite troop choice is the ferocious Uruk-Hai Berserker. The Berserkers form an essential part of the siege assault force; they are incredibly tough, have unbreakable courage, are well armed, and have 2 Attacks. If anyone can get over the Deeping Wall, it's going to be these guys.

In order to get my forces over the wall, I'm going to try to split up the Good Heroes. If I concentrate my forces, then rest assured, I will be facing Aragorn, Gimli, Legolas, and Haldir together. These powerful Heroes would soon halt the Uruk-Hai advance. So my plan is a simple one: attack at the furthest points from where the Heroes would start. I will split my force so that the strongest part will attack the very end of the Deeping Wall, the point furthest from the Heroes. This force will contain all my Uruk-Hai Captains; their store of Might will be my

best chance of getting over the walls quickly. I will back up the Captains with Berserkers. Together, these forces should be able to capitalize on any early gains made on the walls.

The other part of my force will attack the furthest part of the main wall. Although not supported by Captains, this force contains an equal share of Berserkers. Matt will have to assign some of his Heroes to stop these deadly warriors, as even Elven troops will be overpowered by their fearsome charge. Six crossbowmen will be deployed centrally, so they can support both parts of my assault. The other four will advance on the main wall to fill out the numbers. The siege engine will be placed next to the crossbowmen, again to support both assaults. This ingenious contraption can launch a siege ladder against a wall with an Uruk-Hai attached. I'm looking forward to seeing Matthew's face when a tide of Berserkers rides up against his fortress walls! Last but not least, the demolition teams. I'm consigning one team per force, again to keep the Good side on its toes. To ensure a successful detonation, Uruk-Hai Berserkers are essential; they automatically pass the Courage test to detonate due to their Courage value of 8. It's a great life being a Berserker – running, fighting, and blowing yourself up!

As this game will be played back-to-back with Scenario 6, The Gateway, I have to be mindful of killing or at least wearing down the Good Heroes. I might win the first battle by avoiding the Heroes, but the war will be lost unless I can diminish their store of Might and thin their numbers. So, I have to try and win this game while not sabotaging my chances in the next one!



DEFENDING THE DEEPING

Matthew: Someone (I forget who) once said that defeating a well sited defensive force requires an attacking force of at least three times the size. With my

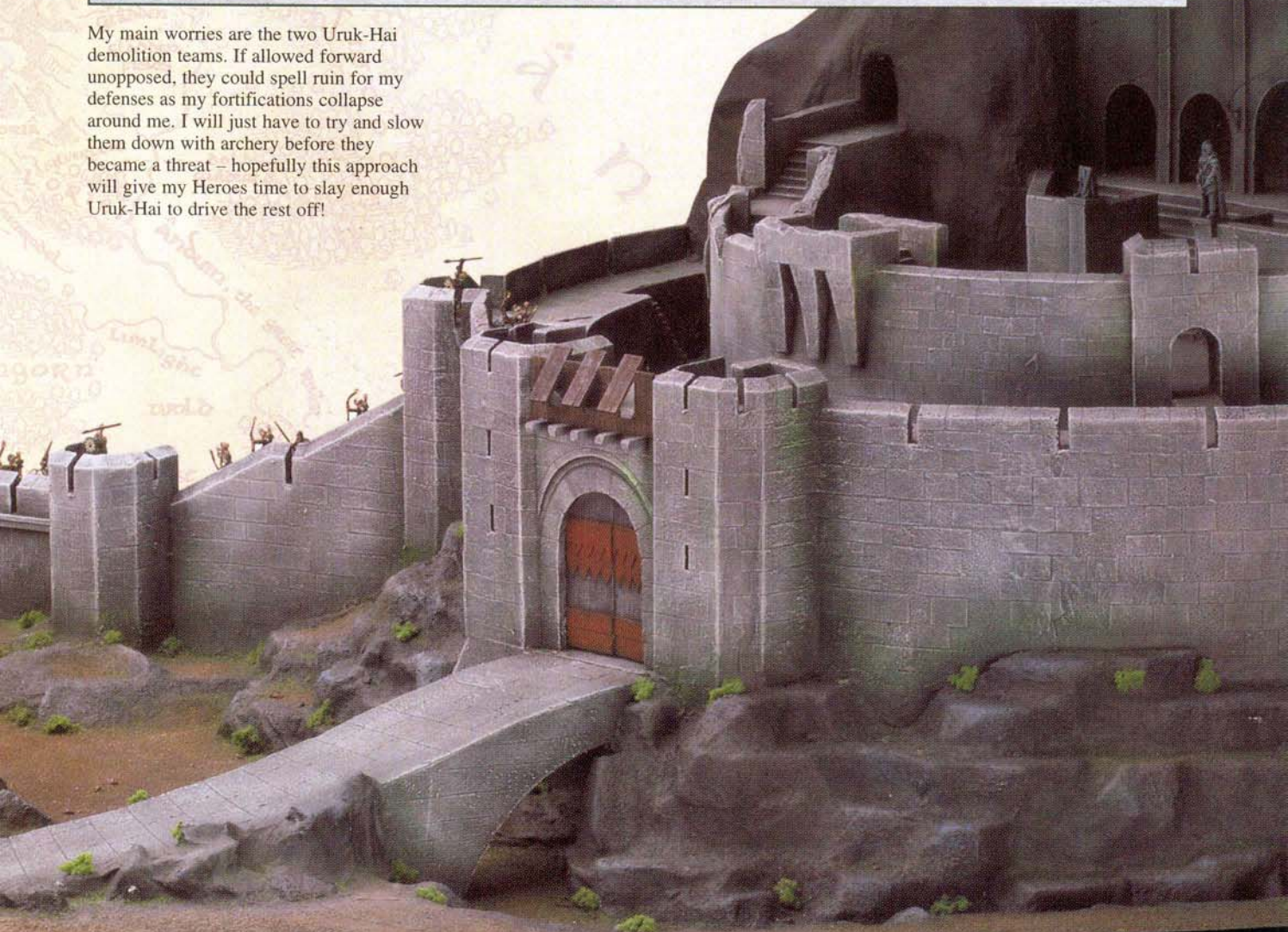
Heroes, my defensive forces number only 20. Against these gallant souls will be matched – you guessed it – exactly 60 Uruk-Hai armed to the teeth with all manner of siege equipment. Defending Helm's Deep will be tough, but with arguably the hardest fortress in Middle-earth and some of the toughest Heroes to garrison it, I certainly have the best tools for the job.

As far as strategy is concerned, I'm depending on my ability to react to Rowland's plans. The key to this strategy is to ensure that I will have enough troops to hold any one area long enough for reinforcements to arrive. With this plan in mind, I will spread my forces evenly across the walls. I anticipate having to redeploy most, or even all of my troops, over the first few turns, depending on how many attacks Rowland puts in and where. The most important thing will be to deny the ramparts to Rowland for as long as possible – Uruk-Hai are so strong and vicious that if I allow them to get on the walls proper, I'll have a real fight on my hands! Once my Heroes arrive from the Hornburg, I can then commit them to wherever I think they will be needed most, at which point it should become much harder for those foul Uruk-Hai to win the day.

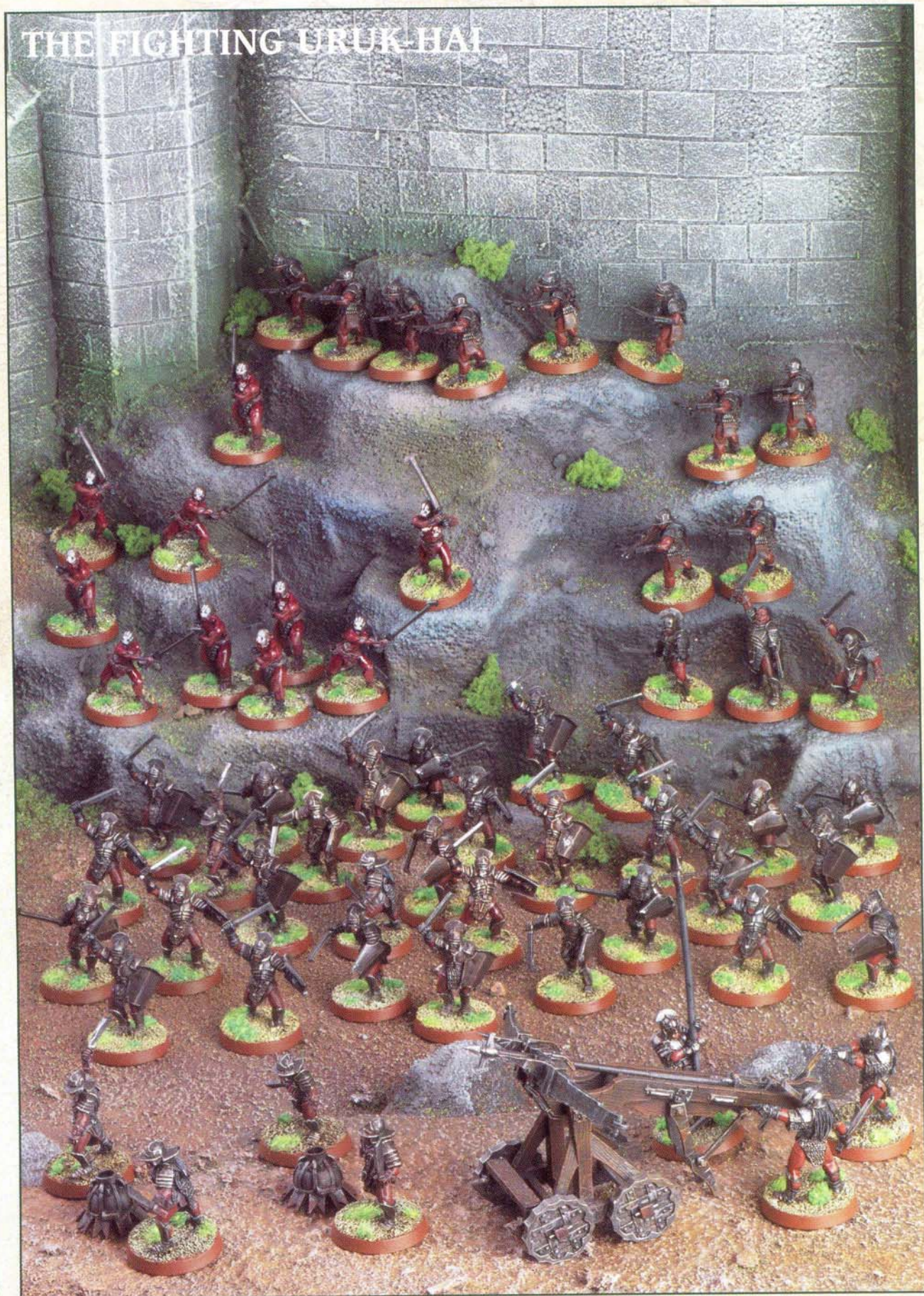




My main worries are the two Uruk-Hai demolition teams. If allowed forward unopposed, they could spell ruin for my defenses as my fortifications collapse around me. I will just have to try and slow them down with archery before they became a threat – hopefully this approach will give my Heroes time to slay enough Uruk-Hai to drive the rest off!



THE FIGHTING URUK-HAI



THE ELVES



THE ROHIRRIM, ARAGORN, AND GIMLI



TURN 1

As in most scenarios, the Good side began with priority. With the bulk of the Uruk-Hai apparently deployed in preparation for an assault on the outermost point on the Deeping Wall, Matthew redeployed his forces accordingly, leaving only two Wood Elves and two Rohirrim to guard the main wall.

With a bestial howl, the Uruk-Hai horde advanced in two groups; three Uruk-Hai Captains led an advance on the Deeping Wall, while a second group began the longer journey to the now lightly defended main fortress wall.

A demolition team laden with sorcerous explosives accompanied each group, and it was at these teams that the Elves directed their fire. Unfortunately, most of the missiles flew wide, and only a single Uruk-Hai from the team headed towards the main wall was slain.

TURN 2

Winning priority, Rowland's Uruk-Hai continued on towards their respective targets with an Uruk-Hai Warrior joining the demolition team that had suffered a casualty last turn.

While the Defenders continued to muster on the Deeping Wall, a cheer went up as Aragorn, Legolas, Gimli, and Haldir arrived from the Hornburg. Aragorn and Gimli ran towards the Deeping Wall, while Legolas and Haldir headed towards the battlements to add their firepower to that of their kinsmen there.

The Uruk-Hai crossbowmen targeted the Rohirrim and Wood Elves in the Deeping Wall turret in an attempt to thin the Defenders, but a combination of poor dice rolls and the shelter of the turret kept them safe.

Perhaps heartened by the presence of the Heroes, the Elves' return fire proved

slightly more effective and killed a member of the demolition team headed for the Deeping Wall.

TURN 3

Stealing back priority, Matthew hurried his heroes towards the endangered walls. Legolas and Haldir reached the battlements, but Aragorn and Gimli still had a long way to go to their destination on the Deeping Wall.

The Uruk-Hai advanced once more, with the Deeping Wall assault force almost at its destination. Deadly Elven bow fire took its toll again this turn and killed two more Uruk-Hai. The Uruk-Hai return fire was less effective, plucking a single Wood Elf from the Deeping Wall turret.

With one of his ladders within 6" of the Deeping Wall, Rowland attempted to shoot it up the wall with his siege engine, but the shot went wide.



The Uruk-Hai launch their assault on the walls of Helm's Deep.



The heroes race to the battlements.





The Defenders topple the Uruk-Hai's ladder onto those waiting below.

TURN 4

Priority passed back to the Evil side, and the assault began in earnest. With a cry of triumph, the Uruk-Hai threw three ladders up against the Deeping Wall, although the second force was foiled by the rough ground and ended its move in the shadow of the main wall.

As Aragorn and Gimli hurried down the stairway to the Deeping Wall, the Defenders were able to cast two ladders

back down into the mass of Uruk-Hai that swarmed at the base of the wall. The sight of Aragorn proved to be too tempting for Rowland, and the Uruk-Hai crossbowmen targeted him with a volley. Unfortunately, the sturdy parapets cheated the Uruk-Hai of their target, and Aragorn emerged unscathed.

Rowland again attempted to use the siege engine to hoist a ladder up the wall, aimed this time for the main wall, and scored a

successful hit. A ladder was whisked up the wall, and a gore-covered Uruk-Hai Berserker was propelled into combat with a single Wood Elf Defender.

The Elven fire proved largely ineffective, even though it was supported by the deadly skill of Haldir and Legolas; only a single Uruk-Hai from the Deeping Wall demolition team was slain. Despairing at the Elves' lack of success, Matthew's Rohirrim hurled their throwing spears into the seething throng of Uruk-Hai at the base of the walls. The determined Rohirrim proved to be more successful than their Elvish allies, as three Uruk-Hai by the Deeping Wall fell to the hail of spears, and another of the foul creatures was killed at the base of the main wall!

In the Combat Phase, Elven skill proved superior. The Wood Elf calmly defended the ramparts from the maddened Berserker but unfortunately failed to wound the Uruk-Hai who just managed to keep his grip on the ladder.

TURN 5

Priority once more shifted back to the Good side, which allowed Matthew to redeploy Defenders to counter the imminent threat of the Uruk-Hai assault ladders. Aragorn and Gimli redoubled their efforts and continued their determined advance towards the Deeping Wall. In addition, the solitary Elf on the main wall was able to push the ladder away and



"Forward, my fighting Uruk-Hai!"

cause the roaring Berserker to fall, unhurt, to the ground far below.

However, the triumph of the Defenders was short-lived, as the ladder was raised once more. Even worse, four more ladders were raised to the Deeping Wall, while an Uruk-Hai Captain scaled the established ladder and, with a savage cry, challenged the Defenders.

In an attempt to thin the Attackers, the Elves directed all their fire into the Uruk-Hai at the base of the Deeping Wall. Haldir and two Archers each killed one Uruk-Hai. The siege engine again missed its target, but Rowland was cheered as his crossbowmen again loosed a volley at Aragorn; one deadly missile pierced his armor and caused a Wound!

The only combat this turn proved to be decisive. The Uruk-Hai Captain used his two points of Might to kill the Rohirrim that opposed him, howled his triumph, and took the unfortunate man's place on the battlements.

Finally, with the demolition teams now in position, Rowland elected to set off the demolition charges. The charge at the main wall exploded in clouds of smoke and flame, and though shaken, the sturdy

construction endured the force of the blast. The sorcerous skill of Saruman proved to be more effective on the Deeping Wall, where the second charge blew a sizeable hole, creating a clear passage through which the Uruk-Hai could now swarm.

TURN 6

The Good side won priority once more, and Matthew began by determining whether the breach in the Deeping Wall would cause more of the wall to collapse. This roll was critically important, because on a roll of a 6, a 6" section of wall would collapse, allowing the Uruk-Hai an easy route into the Fortress.

Fortunately for the Defenders, the roll came up a 4, and the wall held firm. In the Move Phase, the Defenders successfully pushed a single ladder away from both the Deeping Wall and the main wall, while the Defenders of the Deeping Wall charged to engage the two Uruk-Hai Captains that had pierced the defenses. Aragorn and Gimli once more dashed towards the fight on the Deeping Wall; Gimli moved along the battlements, and Aragorn dashed to an access ladder. With insufficient move to descend all the way, Aragorn released his grip on the ladder, dropped the remaining

distance to the ground without injury, and ended his move within sight of the breach.

In an attempt to seal the gap, a heroic Rohirrim leapt off the back of the battlement. The fall proved to be too great, and the unfortunate man fell to his death. An Uruk-Hai Captain and several Berserkers began to advance through the breach, while other Uruk-Hai swarmed up the ladders to take advantage of the space the Captains had cleared last turn.

A roar of triumph came from the Uruk-Hai at the base of the main wall, as three ladders were now thrown against the ramparts in preparation for an assault next turn. Redoubling their efforts, the Elves took careful aim and slew six Uruk-Hai, two slain by the lethal skill of Legolas! These casualties only seemed to enrage the Attackers further. As the Uruk-Hai returned fire, three black-feathered bolts pierced Haldir's armor, and each one caused a deadly Wound. With only two Wounds and a single Fate Point, he was slain instantly. The Uruk-Hai siege engine crew could not match this skill and once more failed to find a target. As the turn ended, the two Uruk-Hai Captains on the Deeping Wall swept their opponents before them.



The Uruk-Hai manage to batter their way onto the battlements.

TURN 7

With the situation getting tense, priority returned to the Evil side. The weakened Deeping Wall once more held firm. Matthew declared that Aragorn would make a Heroic Action before Rowland could capitalize on his fortune. Realizing that the Heroic Action would allow Aragorn to block the breach in the Deeping Wall single-handedly, Rowland declared a Heroic Action with the Uruk-Hai Captain behind the wall. A roll was now required to determine which Hero could act first, and unfortunately for the Good side, Rowland won the roll. Screaming their war cries, the Uruk-Hai Captain and a Berserker were able to engage Aragorn before he could react.

Now pinned, Aragorn was unable to move as part of his Heroic Action. However, bellowing his own war cry, Gimli jumped off the battlements. The sturdy Dwarf easily shook off the impact of the fall and engaged two crazed Berserkers who had followed the Captain through the breach!

With the Heroic Actions resolved, the two Uruk-Hai Captains on the Deeping Wall charged into combat with the Defenders, and yet more Uruk-Hai swarmed up the ladders behind them.

Meanwhile, the assault on the main wall began in earnest, as Uruk-Hai began to swarm up the ladders. Seeing the danger, Legolas drew his blade and ran to aid the remaining Defenders. Rowland again fired the siege engine in hopes of getting a ladder up to an undefended battlement, but

the war machine missed yet again. The crossbowmen were able to kill another Wood Elf on the Deeping Wall. With all the remaining Defenders engaged in combat, there was no return fire.

On the main wall, a determined defense by Legolas and his fellow Elves slew two Uruk-Hai, but the blood-fueled frenzy of a Berserker proved too much for a third Elf whose broken body was hurled from the battlements as the Uruk-Hai took his place! On the Deeping Wall, the strength of the Men appeared to be wavering, as one Rohirrim was killed by an Uruk-Hai Captain. Although a second Rohirrim won his desperate struggle, his blade could not find a weak spot in the Captain's armor.

At the base of the wall, the Heroes fared better. Gimli and Aragorn each killed a Berserker. With the aid of a Might Point, Aragorn wounded the Uruk-Hai Captain. But Fate was on the side of the foul creature, and the Wound was saved.

TURN 8

At the start of Turn 8, things were starting to look desperate for the Good side. With eight Uruk-Hai on the battlements and more to come, it looked certain that Rowland would get 10 Uruk-Hai onto the battlements by the start of the next turn. Matthew's only chance was to kill half of the Uruk-Hai force. The force had started the game with 60 models. Thus, Matthew needed to kill off another six Uruk-Hai to win the game. With that in mind, priority became incredibly important. With a roll

of 6, Matt managed to wrest priority away from Rowland, and more importantly, the Deeping Wall held firm once more.

With a supreme effort, the remaining two Rohirrim on the main wall managed to heave away one of the ladders, and two Uruk-Hai fell to their deaths as they lost their grips on the ladder!

Legolas and the remaining Elf moved to cover the final two ladders but were unable to push them away. On the Deeping Wall, the remaining Defenders drew upon their remaining reserves of courage and once more charged the Uruk-Hai Captains.

Behind the wall, Aragorn charged the Uruk-Hai Captain and a Berserker, and Gimli hurled himself at another Berserker. Rowland's luck with the Uruk-Hai siege engine finally reversed. A shot struck home and propelled a Berserker into combat with Legolas.

In the Combat Phase, both Gimli and Aragorn called upon their inner reserves and declared Heroic Actions. Although he used both remaining points of Might, Aragorn was only able to kill the Captain and could not move to engage another Uruk-Hai.

Dwarvish skill proved equal to the task at hand, as Gimli managed to cut down his first opponent with the aid of a Might Point and then charged headlong into two more Berserkers. Gimli hacked at his opponents with all his strength and beat down both, reducing the Uruk-Hai force to half strength and winning the game!



Aragorn and Gimli's heroic fight behind the Deeping Wall.



AND MY AXE!

Matthew: That was close! If it hadn't been for the last ditch efforts of Aragorn and Gimli, the Uruk-Hai would have spilled into the Deeping, and it would have all been

over. As it was, that was an incredibly closely fought and enjoyable battle. The new siege rules really capture the feel of a few determined troops fending off a far larger force and made for some very tense moments.

As ever, with hindsight, I can see I made several careless mistakes, chief among them (and much to my chagrin) was not concentrating my fire. For example, if I had managed to kill both members of one demolition team at any point, it would have delayed those explosives for a turn as new Uruk-Hai picked up the device. Instead, I never killed more than one; thus, the demolition charge was never dropped. As a long-time wargamer, I really should know better. That said, I think that my overall strategy worked pretty well, although it did come right down to the wire at the end. Happily, the defense really captured the spirit of the book and film.

Without doubt though, the real star of this battle was Gimli. Without his heroic leap from the battlements and stalwart defense of the breach, the game would have taken a very different course. It just goes to show that there is no defense that cannot be made better by the simple measure of adding a Dwarf!



FOILED BY THE SILENT MENACE OF ROCK & WALL

Rowland Cox: This scenario was a tough one for the Evil side; the walls of Helm's Deep are resilient,

and Matthew's defense was determined. However, I am very pleased that the game was so incredibly close. In retrospect, it looks like the Free Peoples have found the perfect defense to Saruman's blasting fire: Gimli. In fact, we affectionately referred to him as the Gimli bomb. To light the fuse, just add Uruk-Hai. Toss him over a wall, retire to a safe distance, and watch him go!

The decision to split my forces worked very well, and I almost managed to overwhelm the Defenders of Helm's Deep. Troops from both forces managed to scale the walls, and the Good Heroes were divided between the Deeping Wall

and the main wall. However, it was the demolition teams that really made the difference. Although siege ladders can be thrown back to the ground, once you blast a great big hole in the wall, it's there to stay! Much to my delight, Haldir was cut down by a hail of crossbow bolts, and the Uruk-Hai Captains and Berserkers cut down the brave sons of Rohan with merry abandon. So where did it go wrong?

Two points spring to mind. First, committing all the Captains against the Deeping Wall was a mistake. One Captain should have gone against the main wall to enable earlier gains to be capitalized on more effectively. The Berserkers alone, although effective, cannot take and hold a wall against the likes of Legolas. Second, I should have concentrated the efforts of the siege engine on one wall. Again, I would have concentrated on the main wall, as it was the least defended. In a close game, mistakes cost you victory.

Aragorn and Gimli are perfect for this scenario. Aragorn, with his fountain of Might, can fight against frightening odds and still prevail. Gimli, with his finely crafted armor, can withstand almost any punishment and dish out plenty of hurt. Together, these heroes were a real problem. To my credit, I wounded Aragorn and drained both him and Gimli of their store of Might. Although these

minor accomplishments didn't win this game, I knew that in the next scenario, they would pay a dividend when the Heroes would again be called upon to defend the walls of Helm's Deep.

This scenario really caught the spirit of the film: a desperate battle over an ancient fortress, scores of Uruk-Hai pouring over the walls, and plenty of heroic fights. A special word of appreciation must go out to Dave Andrews and Mark Jones who built the truly splendid Helm's Deep terrain board. It really makes a huge difference playing on great terrain, and I would encourage anyone to have a go at building a fort for his games. Better still get your hands on the Helm's Deep Fortress box set. Matthew and I really got into this scenario and found that the siege rules worked wonderfully. I look forward to finishing off the Defenders in the next scenario, The Gateway. Before I get too cocky, I must remember there are no demolition teams next time and plenty more Aragorn and Gimli to come...

In next month's *White Dwarf*, we will conclude this two-part battle report. Our players are going to take on the challenges of the next scenario in The Two Towers rules manual, The Gateway. Gimli and Aragorn are low on Might, and Haldir has fallen to the Uruk-Hai crossbows. It should make for an interesting encounter!



The Ringbearer takes time out to oversee the action.

With the release of the new Heroes of Helm's Deep models, sculpted by Brian Nelson, it's only fitting we tell you how we painted them. Seb Perbet and Tammy Haye of our 'Eavy Metal team explain all...

PAINTING MASTERCLASS

The Heroes of Helm's Deep

All the models were given an undercoat of Chaos Black spray, and any areas of poor coverage were touched up with thinned Chaos Black paint.

ARAGORN



Aragorn's leather jerkin was painted with a basecoat of equal parts Scorched Brown and Chaos Black. A series of highlights were



applied with a mix of basecoat and small, increasing amounts of Fortress Grey. The final highlight mix was approximately 20% Fortress Grey to 80% basecoat. A glaze of 50% Chestnut Ink and 50% water was then applied.



The mail armor was drybrushed with Brazen Brass followed by a light drybrush with Chainmail.



Aragorn's pants were painted with Chaos Black and highlighted with a mix of Chaos Black and increasing amounts of Bleached Bone.



Aragorn's face was painted with a 50/50 mix of Scorched Brown and Bleached Bone. An equal parts mix of Dwarf Flesh, Scorched Brown, and

Bleached Bone was used for the first highlight, and increasing quantities of Dwarf Flesh were added to this mix for successive highlights, until Dwarf Flesh on its own was applied. A highlight of equal parts Dwarf Flesh and Elf Flesh was then applied, followed by a final highlight of Elf Flesh.



The boots were painted with a mix of 45% Scorched Brown,

45% Chaos Black, and 10% Bestial Brown. Codex Grey was then added to the mix for successive highlights. A glaze of equal parts Brown Ink, Black Ink, and water was then applied.



A basecoat mix of 80% Chaos Black and 20% Bleached Bone was applied to Aragorn's scabbard. More Bleached Bone was gradually added to this mix for the highlights. The metal detail was painted

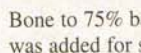
with a basecoat of Boltgun Metal highlighted with Mithril Silver. The gold detail was painted with a basecoat of Burnished Gold and then washed with one part Scorched Brown and four parts water.



The vest was painted with a basecoat of 80% Scab Red and 20% Codex Grey. Increasing amounts of Bleached Bone were added to this mix for each highlight.



The arm braces were painted with a 50/50 mix of Dark Flesh and Chaos Black and highlighted with a mix of 25% Bleached



Bone to 75% basecoat. More Bleached Bone was added for successive highlight stages. The Gondorian wings were then given a final highlight with even more Bleached Bone added to the mix.



A basecoat of 80% Boltgun Metal and 20% Chaos Black was used to paint the sword. Mithril Silver was then added to this mix for each successive highlight, and Mithril Silver on its own was used at the tip and edges.



An equal parts mix of Scorched Brown and Chaos Black was applied as a basecoat for the hair and beard, which was then highlighted with Scorched Brown. The tips of the hair were highlighted with 50% Scorched Brown and 50% Chaos Black. The hair and beard were then given a

glaze with Black Ink. For the stubble, Scorched Brown was mixed with Chaos Black in equal quantities. This mix was then thinned with 75% water to 25% paint. The thinned paint was stippled on the cheeks.



Once dry, a second layer of stubble was applied to the jaw line.

THEODEN



A basecoat of Boltgun Metal was applied to the scale mail, which was then washed with 50% Black Ink and 50% water. Chainmail



was used for the highlight, and Burnished Gold was painted onto the scales at the bottom of the suit.

The main armor was painted with Shining Gold. The

leather sections were then painted over with Chaos Black.



The undershirt was painted with a 50/50 mix of Scorched Brown and Red Gore. A wash of Brown Ink and equal parts water was applied. The shirt was then



highlighted with Red Gore, followed by a final highlight of two parts Red Gore to one part Fiery Orange.

A basecoat of Bestial Brown was applied to the flesh areas, which were highlighted with a 50/50

mix of Bestial Brown and Dwarf Flesh. Dwarf Flesh was then applied on its own, followed by a final highlight of 50% Dwarf Flesh and 50% Elf Flesh.



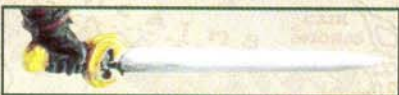
The inner robe was painted with a basecoat mix of two parts Dark Angels Green to one part Chaos Black. Bleached Bone was added to this mix for the highlight stage.

Bestial Brown was used for the basecoat for Theoden's hair. This coat was given a wash with Brown Ink that had been thinned with equal parts water.

Vomit Brown was used for the first highlight stage, followed by a final highlight of 50% Vomit Brown and 50% Bleached Bone.



The sword was painted with a basecoat of Boltgun Metal and then given a thinned Black Ink wash. Boltgun Metal was used to highlight the blade before applying further highlights with Chainmail and Mithril Silver. The hilt of the blade was painted with Shining Gold and then given a wash with Brown Ink that had been thinned with equal parts water. A mix of 50% Shining Gold and



50% Mithril Silver was applied for the final highlight.

A basecoat mix of 50% Chaos Black and 50% Codex Grey was applied

over the gloves, which was then highlighted with Codex Grey on its own.



The scabbard, belt, and boots were painted with a basecoat mix of 50% Dark Flesh and 50% Chaos Black. Dark Flesh was applied for the first

highlight, and a small amount of Bleached Bone was added to the Dark Flesh for the final highlight.



The pattern on his armor was painted with a mix of two parts Dark Flesh to one part Bleached Bone.

HALDIR AND THE STANDARD BEARER



A Masterclass article featuring Haldir and the Elves appeared in *White Dwarf* 274. We recommend this guide for painting Haldir and the Elven Standard Bearer.

The standard itself was given a basecoat mix of two parts Bestial Brown and one part Codex Grey. This coat was highlighted with Bleached Bone. The light green sections of the banner were painted with a basecoat mix of two parts Rotting Flesh to one part



Bleached Bone with a small amount of Dark Angels Green. The dark pattern was painted with a mix of 50% Dark Angels Green and 50% Chaos Black. An equal quantity of Dark Angels Green was added to this mix for the first highlight, and a 50/50 mix of Dark Angels Green and Bleached Bone was added to the original mix for a further highlight. The blue section was painted with a basecoat mix of 50% Codex Grey and 50% Ice Blue. An equal amount of Bleached Bone was added to this mix for the highlight.

GAMLING



Gamling's cloak was painted with a mix of 50% Dark Angels Green and 50% Chaos Black. Highlights were made by mixing in small amounts of Goblin Green and Codex

Grey. The decorative trim was painted with Scorched Brown. The patterning was painted with an equal parts mix of Shining Gold, Bleached Bone, and Burnished Gold, to which a small proportion of Bestial Brown was then added.



A drybrush of Boltgun Metal was applied to the chainmail, which was then given a wash with an equal parts mix of Brown Ink, Black Ink, and water. The armor was then given a second, lighter drybrush with Chainmail.

A mix of 90% Scorched Brown and 10% Chaos Black was used for the basecoat of Gamling's pants, which were highlighted by adding Bestial Brown to the mix for three highlight stages. Finally, the pants were highlighted with Bestial Brown on its own.





A basecoat of equal parts Red Gore and Scorched Brown was applied to the vest, which was then highlighted with Red Gore on its own.

The armor was painted with a basecoat mix of two parts Mithril

Silver to one part Boltgun Metal. The armor decoration and edging were picked out with Chaos Black and then painted with an equal parts mix of Scorched Brown and Dark Flesh. The edge of the armor was picked out with Snakebite



Leather and Dark Flesh and then highlighted with Snakebite Leather on its own.

The sword was painted with a basecoat mix of two parts Boltgun Metal to one part Chaos Black and highlighted with Boltgun Metal, then Chainmail, and finally Mithril Silver. The hilt was painted with a basecoat of 75% Burnished Gold

and 25% Chaos Black and then highlighted with Burnished Gold.

The belt and straps were painted with a basecoat of Scorched Brown to which a small amount of Chaos Black had been

added and were highlighted with a small amount of Bleached Bone added to the mix. The decoration was picked out with Chaos Black before being painted with Shining Gold mixed with small amounts of Bestial Brown,



Codex Grey, and Bleached Bone.



Gamling's face was painted with a basecoat of four parts Dwarf Flesh, one part Codex Grey, and one part Bestial Brown. The face was highlighted by

adding successive amounts of Dwarf Flesh to the basecoat, followed by a penultimate highlight of Dwarf Flesh on its own. For the final highlight, a small amount of Elf Flesh was added to Dwarf Flesh.



A basecoat of equal parts Bestial Brown, Scorched Brown, and Codex Grey was used for Gamling's hair, which was highlighted by adding increasing

amounts of Bleached Bone to the mix for each successive highlight. Finally, a wash of Brown Ink thinned with equal parts water was applied.

GIMLI



The red overcoat, glove fingers, and weapon shaft were painted with a basecoat mix of 50% Scab Red and 50% Scorched Brown. Scab Red on its own was used as the first highlight stage, followed by adding a small amount of Bleached Bone to the Scab Red for the final highlight stage. These sections were then given a wash with a mix of equal parts water and Brown and Black Inks.



The chainmail coat, axe blade, and metal sections of the helmet were



painted with a basecoat of Boltgun Metal. These areas were then highlighted with Chainmail. The helmet sections were then given a wash with thinned Black Ink.



A basecoat of Scorched Brown was used to paint the boots, gauntlets, belt, and helmet. Small amounts of Bleached Bone were added for each successive highlight stage. These parts of the model were given a wash with an equal parts mix of water and Brown and Black Inks. The gauntlets were then rehighlighted with the original mix in a criss-cross pattern.



The inner metallic part of the axe was painted with a basecoat of Tin Bitz, which was highlighted with Beaten Copper.



A basecoat of Bestial Brown was used to paint the flesh, which was then highlighted with Dwarf Flesh and finally given a wash of 25% Chestnut Ink and 75% water. The final highlight was a mix of 50% Dwarf Flesh and 50% Elf Flesh.



Gimli's beard was painted with a basecoat of Scorched Brown, which was highlighted with Dark Flesh before being given a wash with a mix of equal parts water and Black and Brown Inks. A second highlight of Dark Flesh was applied before finishing the beard by painting a highlight mix of 90% Dark Flesh and 10% Bleached Bone.



The cloak was painted with a basecoat mix of 50% Vomit Brown and 50% Chaos Black. Small amounts of Bleached Bone were added to the basecoat mix for each successive highlight.

LEGOLAS



The cloak was painted with a mix of 50% Chaos Black and 50% Goblin Green. An equal quantity of Goblin Green was then added to the mix for the first highlight, followed by adding one part Codex Grey to



three parts basecoat mix for each successive highlight, until the mix was equal parts Codex Grey and original mix. For the final highlight, a mix of 25% Fortress Grey to 75% original mix was applied.

A mix of 50% Chaos Black and 50% Dark Angels Green was used for the basecoat on Legolas's jerkin. A separate mix of 50% Goblin Green and 50% Codex Grey was then gradually added to this mix for each successive highlight.



The rock was painted with an equal parts mix of Chaos Black, Codex Grey, and Dark Angels Green. The rock was then given a drybrush with Codex Grey followed by a second drybrush with Fortress Grey.



Legolas's pants were given a basecoat with a mix of 50% Dark Angels Green and 50% Chaos Black.



Bleached Bone was then added to the mix for each successive highlight.

The flesh was painted with a mix of 50% Scorched Brown and 50% Dwarf Flesh. More

Dwarf Flesh was added to the mix before the face was highlighted with Dwarf Flesh on its own. An equal parts mix of Dwarf Flesh and

Elf Flesh was applied as the penultimate highlight, and the face was finished with a final highlight of Elf Flesh.



The boots and arm braces were painted with a basecoat of two parts Chaos Black to one part Scorched Brown. Increasing amounts of Bleached Bone were added to the basecoat for each successive highlight.



A mix of 95% Shadow Grey and 5% Chaos Black was used to paint the under robe, which was then given an initial highlight of Shadow Grey with subsequent

highlights applied with increasing amounts of Bleached Bone in the mix for each



successive stage. The final mix was roughly 50% Shadow Grey and 50% Bleached Bone.

The quiver was painted with a basecoat of Bestial Brown, and small amounts of Bleached Bone were added to this color for each

successive highlight stage. The fine detail was picked out with Burnished Gold.



The bow was painted with a mix of 50% Bestial Brown and 50% Scorched Brown. Snakebite Leather was then added to this mix for successive highlights.

Finally, Snakebite Leather was applied on its own. The

metal decoration was painted with a 50/50 mix of Burnished Gold and Mithril Silver.

EOWYN



Bestial Brown was applied to the face, which was highlighted with a 50/50 mix of Bestial Brown and Dwarf Flesh. Dwarf Flesh was then used on its own, followed by a final 50/50 highlight of Dwarf Flesh and Elf Flesh.



The skirt was painted with a basecoat of Shadow Grey, which was highlighted by adding successive amounts



of Bleached Bone until the final highlight mix was 2/1 Bleached Bone/Shadow Grey.

A basecoat of three parts Chaos Black to one part Scorched Brown was used to paint the leather jerkin and boots.

Increasing amounts of Bleached Bone were then added to

the mix for the highlights. The trim of the jerkin was painted with Bestial Brown and then



highlighted with a mix of one part Codex Grey to two parts Bleached Bone added to the basecoat.



The sword was painted with Boltgun Metal and given a thinned Black Ink wash. Boltgun Metal, then Chainmail, and then Mithril Silver were used for the highlights.



Eowyn's hair was painted with a basecoat of Bestial Brown and highlighted with Bubonic Brown. The hair was then given a glaze with Yellow Ink. Once the ink had dried a final highlight of Bleached Bone was applied.



HELM'S DEEP™

The Second and Final Part of How Helm's Deep Was Built.

Following last month's feature in *White Dwarf*, we now present the concluding part of our look at how Dave Andrews and Mark Jones built their incredible model of Helm's Deep, based on the actual plans used to create the film set.

In last month's *White Dwarf*, we took a look at how Dave Andrews and Mark Jones started to create their model of Helm's Deep, the ancient fortress to which the Riders of Rohan retreat in *The Two Towers*. When we left these two crazed modelers, they had just started adding some of the smaller details to the basic model of the fortress.

The tower of the Hornburg was possibly the hardest part of Helm's Deep to make. The circular part of the tower was made from a large cardboard tube. However, the hard bit was constructing the series of buttresses that protrude from around the tower. These were made from folded cardboard and then attached to the tube.

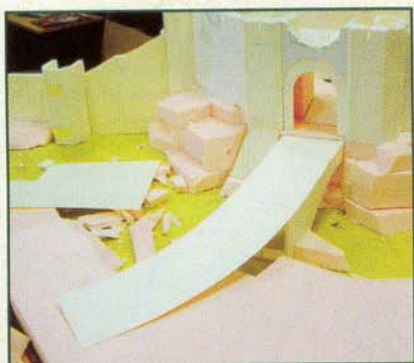
A backboard and a baseboard were cut from medium-density fiberboard; these boards would add stability to the vertical sections of the terrain. The top of the backboard was cut to describe the shape of a rock face. Vertical forms were cut from foamboard, and the rough profile of the rock face was created by attaching these forms to the



The completed Helm's Deep gaming board.



The structure was bulked out.



A causeway was added.



Foam forms were used to create the shape of the rock face.



Plaster-laden bandages were laid over the foam to make the rock face.

backboard. Foam "rocks" were added to the baseboard to build up to the walls.

At this stage, various major finishing details were added to the model. Steps leading up to the hall were made from foam board and attached, and the details on the front of the hall were created with successive layers of thin cardboard.

To finish off the rock face, balls of newspaper were placed in the gaps between the rock face spacers to bulk out the gaps. Then, plaster-laden bandages were draped over all the rocky sections to create a realistic surface texture with a hard durable finish.

The intrepid duo then started to stick thin individual bits of card to the flat surfaces of the model, to represent the dressed stone that would have been used to build Helm's Deep. This process took absolutely ages, as Mark and Dave had to cover not only the walls but the courtyard and battlements as well!

As various pieces of Helm's Deep were finished, they were painted black. This coat had two functions: to undercoat the model before painting could commence and to indicate that the section had indeed been finished.

When construction was completed, it was time to paint the fortress. Dave and Mark finished off the undercoat by giving the fortress another going over with black paint. Most of the painting was completed with very simple techniques such as drybrushing - just on a much larger scale than normal. Various shades of grey and brown were chosen from the Citadel Colour range and drybrushed on in stages.



Inside the walls.



Small strips of cardboard were placed to represent flagstones.



Dave and Mark apply the finishing touches.



The Deeping Wall.



MAIL ORDER

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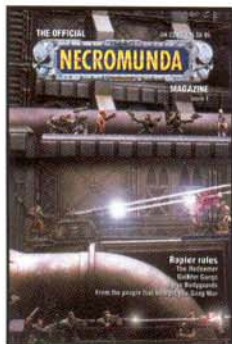
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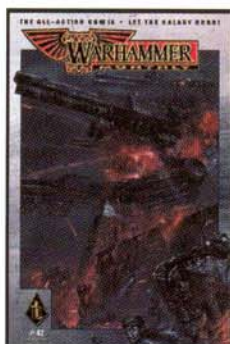
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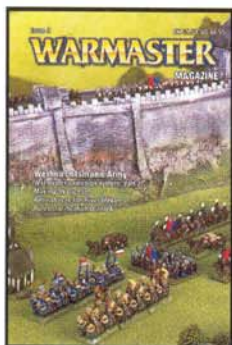


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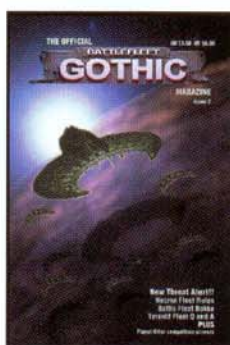
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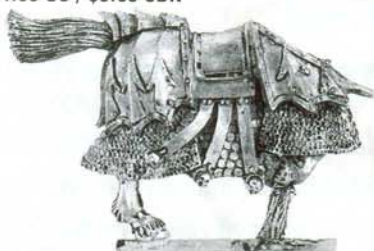
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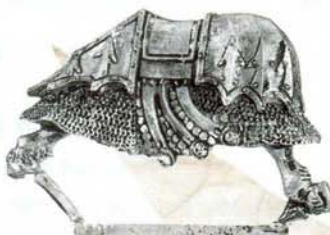
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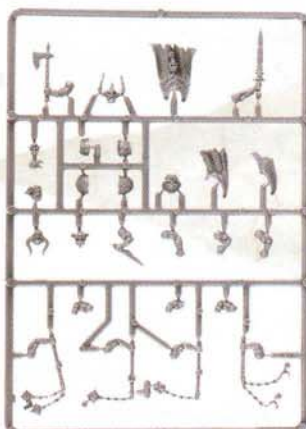
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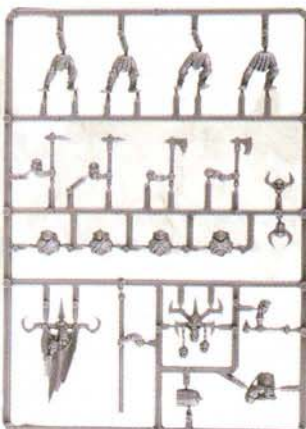
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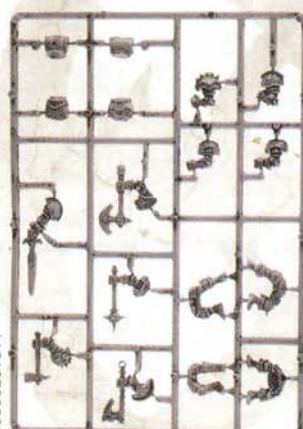
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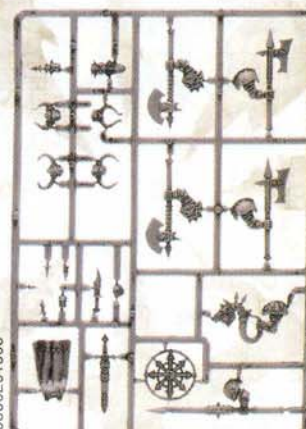
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